

AUSTRALIA'S ONLY GUIDE TO GAME BOY, NES & SUPER NES

# Nintendo®

## MAGAZINE SYSTEM

AUGUST '93

ISSUE #5

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## NMS

### BEAT 'EM UP BEAT-UP

**Our resident philosopher sticks his Romanesque nose into the censorship debate and asks: Does anyone know what they're talking about?**

I've played Mortal Kombat on Super NES and you haven't! Na-na-na-na!

And if you think that's a churlish way to greet you, you're dead right. I'm that kinda guy. For the mere mortals who haven't seen the game yet (that's all of you!), check out our exclusive preview on page 14.

But let's be honest: your main concern is whether or not the Nintendo version is as blood-thirsty as the spine-shredding arcade version.

What are you? A bunch of sickos?

Of course not. But, given the recent ruckus about violence in video games, your parents might think so.

So, what's the story? Well, the Federal Government wants to regulate the video games industry and set up a "voluntary Code of Conduct" as well as a compulsory rating system to determine, not only whether or not you will be allowed to buy certain games, but also whether or not the games will actually be allowed into Australia. And while that might sound reasonable to those of us concerned with the unacceptable levels of violence in society, I'm more worried about the hysteria being whipped up by people who should know better.

Everywhere you turn, decrepit do-gooders are demanding that us gamers be strung up by our joysticks.

Now don't get me wrong. I think this is an important issue than needs to be aired. And there are valid points to be made on both sides of the argument. But what really gets me is that none of the self-righteous pontificators have actually played video games themselves!

Never mind that video games develop hand-eye coordination and problem-solving skills. Never mind that the larger proportion of games don't involve any violence whatsoever. Never mind that we're not all homicidal maniacs waiting for a sign to go on a marauding rampage. Never mind that some of us know the difference between reality and fiction.

Never mind that the whole point is to have FUN!

### THE LAST LAUGH

You may have been wondering why each issue of NMS features an embarrassing photo of some staff member. Well, it's our Rodney's idea of a joke. Well, you know what they say about he who laughs last. So here's our revenge: Fat Boy's inspiration in all his youthful glory. Nice legs - shame about the face!



The bottom line is how can people speak on the subject at all if they have no idea what they're talking about!

So, here's my solution. Sit your parents down in front of your Nintendo, stick the joystick into their over-sized mitts and tell them, "Go for it."

Don't be selfish. Because once they understand what gaming is all about, they won't be worried by the ravings of vote-seeking politicians - they'll be having too much fun.

Now, as some of you will already know, the danger with this play is that you'll end up having to fight for use of the console. But I urge you not to resort to violence. Instead, comfort yourself with the knowledge that they'll now be giving you more money to buy more games!

Anyway, what do I care? I've played Jurassic Park on Super NES, and you haven't!

### FAT BOY SEZ, "I'LL HAVE THAT, WITH THE LOTI!"



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# CONTENT

**AUGUST 1993**  
**Issue 5**



## COVER STORY

After months of anticipation, *Mortal Kombat* is finally here. The big question: is it as good as the coin-op? Find out what we think on p14.



## SUPER NES REVIEWS



### **ALIEN 3...p18**

A completely addictive blaster that is completely different to the Mega drive and Game Boy versions.

### **SUPER STRIKE EAGLE...p26**

Microprose's flight sim looks good but doesn't really deliver the thrills that were expected.

### **SHADOWRUN...p30**

An adventure cum RPG that is going to be absolutely massive. Everyone, but everyone, of NMS loves it!



### **MECH WARRIORS...p38**

The future is now and it's pretty grim! Loads of nice touches in this strategic blaster, but are they enough to achieve greatness?

### **JIMMY CONNORS' TENNIS...p 42**

Jimbo may be old washed up in real life, but his fame and talent live on in this quite good sports sim.

## GAME GUIDES

### **SUPER MARIO LAND 2...p54**

A self-contained look at one of our all-time favourite Game Boy carts.

### **STARWING...p58**

Part one of the ultimate level-by-level directory to one of Nintendo's finest ever games. This one could run and run!



## DEPARTMENTS

### THE FRONT PAGE.....p3

Who we are, what we do and who we do it with. Also, a little light entertainment by Fat Boy.

### NINTENDO NEWS NETWORK.....p6

More news than you can poke a busted joypad at. All the latest games, hairstyles and fashion tips from the glamorous Vonesso.

### NMS NEW GAMES SPECIAL.....p12

Our exclusive report from the Consumer Electronics Show in Chicago. We check out what all the game manufacturers have in store for us over the next year. If this doesn't excite you, then nothing will.

### ADVANCE SCREENINGS.....p14

Martol Kombat. Super NES. Martol Kombat. Game Boy. What more do you want?

### NINTENDO HELP SYSTEM.....p50

Cheats, tips and other sneaky tidbits that will have you winging your way through all manner of games. Plus, part one of a massive Starwing players guide and a self-contained guide to Super Mario Land 2.

### MAILBAG.....P47

Readers vs Fat Boy. So there's lots of reasoned debate, witty repartee and...ow, forget it: who the hell are we trying to fool?

### Q&A.....p48

All your gaming questions answered by a mysterious guy with a limp.

## PULLOUT POSTER

More Nintendo madness for your walls!



### BARTMAN vs RADIOACTIVE MAN...p22

The Simpsons kid is back and this time he has taken on the guise of his alter-ego, Bortmon.

### THE GREAT SOCCER COMPARO!...p33

NMS looks at four soccer sims to let you know how they stack up, and the verdict isn't great.

HYPER SOCCER.....p34

WORLD CUP SOCCER.....p35

KICK OFF.....p36

GOAL TWO.....p37



# NINTENDO NEWS NETWORK

● NEW GAMES ● COMICS

● ACCESSORIES ● MOVIES

Welcome to the only news that matters, where NMS exposes all



you'll ever need to know about what counts in Nintendo's world

● TV ● MERCHANDISING

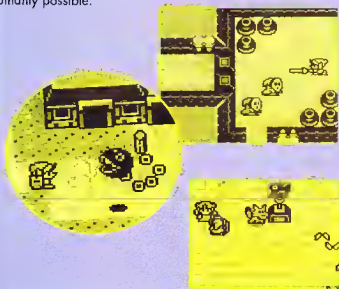
● HARDWARE ● VIDEOS

## ZELDA HITS GAME BOY!

- NEW GAME
- BY: NINTENDO
- GAME BOY
- RELEASE: AUGUST

After two adventures on the NES and one on the SNES, Link has found a new adventure on the Game Boy in a huge 4 meg cart!

The game-play is similar to the previous versions, with many familiar items such as the Pegasus boots and bow and arrows, but there are also loads of new things to collect and do. As you can see from the screen shots, Link's Awakening has graphics that are very close to the SNES game, despite a limit of 14 shades of grey. It should be on sale this month, and naturally we'll have a comprehensive review as soon as is humanly possible.



## STREET FIGHTER TO TURBO



Okay, so you've beaten Balrog to a pulp, wiped the sneer off Sagat's face, cloimed vengeance on and broken Bison's bones a thousand times. What next?

How would you like to control any of these four mad bosses? In Turbo Fighting, Capcom's latest arcade edition of SF2, you most certainly can, and it's on its way to Super Nintendo everywhere as you read this! Not only that, but in Turbo Fighting all the regular characters have learnt new moves! Chun Li knows how to throw fireballs, Blanka can launch his spinning body up towards the heavens, and Dhalsim has a new spell that enables him to teleport from one side of the screen to another!

The changes don't stop there, because Capcom has also added a turbo-charger to speed up the action! Further improvements include enhanced backgrounds and smoother animation.

Mattel has scheduled a October release, and look out for a preview of this fab game in next month's issue of NMS.

- NEW GAME
- BY: CAPCOM
- SUPER NES



## SUPER CD - FACT OR FICTION?

- **NEW HARDWARE**
- **BY: NINTENDO**
- **RELEASE: TBA**

top of the Super NES where cartridge games usually go.

**Facts:** The CD-ROM has some mighty impressive technical specifications. The co-processor is 32-Bit, and zips along at a speedy 21,477 MHz. Inside the system cartridge is a custom chip called HANDS - Hyper Advanced Nintendo Data transfer System. This chip (a 65C02 that runs at 4.295MHz) reads the main memory (8Mbits of DRAM) while the co-processor does its job, eliminating the nagging problem of slow-down.

The actual CD will be different from those used by the Mega Drive in that it will be enclosed in a protective "caddy" similar to those that many PCs use. It will also have in-built security that will make software duplication impossible.

The drive will have the same dimensions as the Super NES console, which will "piggy-back" onto the ND Drive. The two will be connected via a ND System cart that will plug straight into the game cartridge slot of the Super NES.

**Possibilities (i.e. rumors):** The system cartridge will probably be upgradeable to allow for future technical advancements, particularly developments in low-end Virtual Reality technology and, possibly, cable TV down-loading of games.

So far, little is known about the games that will be appearing, but most of the early ones are likely to be conversions of popular PC CD games. Rest assured though, that we will let you know as soon as we hear from Nintendo.

Finally, the much-rumored Nintendo Super ND (Nintendo Disc) has appeared on the horizon, but we can't tell you what it will be called because Nintendo hasn't decided yet! What we can tell you is that it will probably be available early next year in the USA, with an Australian release hopefully not too far behind.

As most reports on the Super CD guessed, the CD drive fits snugly under the SNES, and a removable system cartridge containing all the special chips, etc, fits into the



## ● FAT LADY SINGS

Well, we did our best. After the ignominy of our previous losses (see NMS#4), the NMS Game Boys five-a-side soccer team pulled up its socks, wrenched its bruised legs in bubblewrap (true!), tucked its jerseys into its shorts (don't you hate perfunctuous referees?) and made a pretty good impression of teamwork. And it worked. Sort of.

The key to it all was Gerry's homstring. Two minutes into our next game, and only one measly goal to his credit, Golden Boots collapsed to the floor, clutching his meagre muscle. What you'd call a beautiful twang.

With our goalscorer sidelined, the Game Boys were forced to look deep within themselves to find some hitherto unknown reserves of grit and determination in lieu of talent.

Phillip unleashed another of his famous Zombion war cries, then put the ball in the net while the opposition was still rolling with laughter on the ground. Rod burst his bubblewrap throwing himself with abandon against all attacks. And, wonder of wonders, our goalie, Ralph "Look, No Hands" Smith (the guy who produces our TV commercials) kept a clean sheet - even saving a penalty! A fabulous 2-0 victory! And while we lost the next game, we did so with dignity.

Golden Boots limped back for our next outing, but, after scoring a couple of goals, snapped his homstring again. Once more, the team rallied and was rewarded with a 4-1 win.

And so it was on to the last game of the season. A win and we'd make the semis. A loss and we wouldn't have to play this stupid game again. In the end, we sneaked the perfect solution: a 2-2 draw. What might have happened if Gerry hadn't been such a wuss? Would we have gone all the way if Ralph hadn't let in the equaliser with only minutes left? Could we have been contenders? Who cares? Fat Boy's mom has sung.

## FLYING HIGH IN 3-D

The Super NES is rather lacking when it comes to 3-D flight sim/shooters. Pilotwings is technically superb, but the action is a bit laid back for most, and Super Strike Eagle is nothing to wet your pants over. Now Sunsoft has entered the fray, with Super Air Diver aiming for the sky in a mass of DSP-assisted mode 7 heaven. Unfortunately, no Australian distributor has picked up the rights to it yet, which is a shame as it looks stunning. We'll let you know if the situation changes.



- **NEW GAME**
- **BY: SUNSOFT**
- **SUPER NES**



# NINTENDO NEWS NETWORK

## THE MAN BEHIND THE MAN BEHIND THE MOUSTACHE

This is not so much a news item as a history lesson; but with the current popularity of Mario thanks to the fab movie, *Super Mario Brothers*, we thought we'd tell you a bit about the man who created him. Recently a magazine called *Who Weekly* printed an interview with Shigeru Miyamoto, the man behind the madness. Here is a glimpse of his life and lifestyle.

He rides a bicycle to work (environmentally friendly!), and his cramped office is full of Mario toys and Mickey Mouse statues. He has two children, aged 5 and 7, who are only allowed to play video games for two hours each day, "unless it's raining outside, and then I let them play longer."

Despite the international success of Mario, (the plumber is recognised by more people around the world than Mickey Mouse!), Shigeru doesn't receive a cent in royalties from the mass of Mario-related merchandise.

However, this doesn't seem to bother him. "Nintendo allows me to create. I do not need anything other than that," he says.



### ● GRATUITOUS INDUSTRY PROFILE

## YOU ARE ENTERING ANOTHER DIMENSION

Following its success with the most excellent Addams Family, pinball king, Bally, has just released *Twilight Zone* to the amazement and delight of pinball maniacs everywhere. Some players have been so bold as to claim that it's the best game ever made!

So what is so good about it? Well, to start with, it has more magnets than you can paint a bonus-pointing stick at, extra sets of flippers, magnets that are operated by the flippers, ramps everywhere and, of course, multiball. The artwork is very detailed and looks great, and there are dozens of references to the spooky television series throughout the game. Make sure you check it out next time you hit the arcades!

### ● NEW PINBALL MACHINE

### ● BY: BALLY

### ● RELEASE: JULY

## FIVE PLAYER MAYHEM!

Finally, there is a device that allows up to five people to take part in a game simultaneously! Although

there aren't any five player games currently available, by the time the *Super Multitap Five Player Adaptor* arrives on our shores, *Super Bomberman* should be out and may even be sold with the *Super Multitap*.

Another possible candidate for multi player chaos includes the classic arcade adventure *Gauntlet*, and there are dozens of sports games crying out for such an invention. The possibilities are staggering!



### ● NEW ACCESSORY

### ● BY: HUDSON SOFT

### ● SUPER NES

## CONDITIONS OF ENTRY FOR ALL COMPETITIONS

The promoter is Trielle Corporation, 363A Pitt Street, Sydney, NSW, 2000 (ACN 003 550 392). Entry is open to all residents of Australia with the following exceptions. Officers or employees and the immediate families of the promoters, their advertising, sales promotion agency and printers are not eligible to enter. Entries close by the end of the working day Wednesday, 21 July 1993. The winners' name will be published in a future issue of the *Nintendo Magazine System*. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. This competition is for the purpose of promotion only. The winner is a game of skill, not chance, and as such all entries will be judged on merit. © 1993 Nintendo Co., Ltd. All rights reserved.

SMART  
0055

Prize: 25 cents buys 21 4 coins



## WHO'S A PRETTY GIRL?

It has been said, in more unenlightened times, that behind every man stands a woman. This is not the case in the NMS office. Na, in the game-playing nirvana that is the home to Australia's finest gaming magazine, the case tends to be that before every man stands a woman, generally screaming at us to stop playing games and finish the [expletive deleted] magazine if we want to get paid!

In tribute to a often unrecognised work done behind the scenes, NMS and Accolade are going to give away the Bubsy jacket so stunningly modelled by our Office Manager, Vanessa Liberiau, to the reader who sends in the most glowing tribute to Vanessa's beauty. Just send your lavesick platitudes to *Who's A Pretty Girl, Then? Competition, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.*



### COMPETITION

Hear no evil, see no evil,  
err... tongue no evil?

## SLAM DUNK!

Fans of the NBA will be overjoyed to hear that Tecmo's Basketball sim, *Super NBA Basketball*, is on its way down-under, and should be on the shelves as you read this. As with just about all sports games nowadays,

there is a veritable avalanche of options and stats to investigate, and that's exactly what we've been doing, so look out for a detailed review next month.

### NEW GAME

### BY: TECMO

### SUPER NES

## DO THE DINOSAUR (BEFORE IT DOES YOU!)

After smashing box-office records when it opened to American audiences in June, the denizens of *Jurassic Park* are at last on their way down-under.

The story of *Jurassic Park* is as follows. Palaeontologists (scientists who dig dinosaurs) have discovered 80 million year-old mosquitos trapped in fossilized tree sap. After removing dinosaur blood from a mozzie's stomach, the scientists have been able to use the DNA in the blood to re-create the actual dinosaurs!

To fund these experiments, the palaeontologists agree to set up a dinosaur theme park for a multi-millionaire entrepreneur, but things go horribly wrong when the security system malfunctions due to sabotage, and the monstrous meat-eaters go on the rampage.

The *Super Nintendo* version has been in development for twelve months, and the results are well and truly impressive. Weighing in at a hefty 16 megs, *Jurassic Park* has 280 screens of island to explore! The island is viewed from a three-quarter overhead perspective like *Zelda* and, when you enter a building, the outlook changes to a first person 3D view with objects represented by texture mapped polygons. Surprisingly, this is achieved without the use of a SFX chip! The sound has had a similar amount of attention spent on it, and you can hear music and dinosaur noises from the film reproduced in full Dolby surround stereo!

The movie opens early in September, and the games should appear around that time, too. Look out for our full NES and Super NES reviews next month as well as a humungous giveaway, full movie preview, and a chilling poster.

What more could you ask for?



# NINTENDO NEWS NETWORK

## THE OFFICIAL NMS CHARTS

Last month's position in brackets.  
Fast Movers have a bullet.

### Game Boy

- 1 SUPER MARIO LAND 2(1)•
- 2 CRASH DUMMIES (2)
- 3 AGRO SOAR (-)•
- 4 SUPER MARIO LAND (3)
- 5 BATTLETOADS (7)
- 6 JORDAN VS BIRD (3)
- 7 DOUBLE DRAGON 3 (6)
- 8 BART VS JUGGERNAUTS (7)
- 9 ALIENS 3 (8)
- 10 PITFIGHTER (10)

### NES

- TOM & JERRY (1)
- SUPER MARIO BROS 3 (3)
- THE JEYONS (10)•
- ULTIMATE AIR COMBAT (2)
- INTERNATIONAL CRICKET (5)
- BART VS THE WORLD (6)
- KRUSTY'S FUN HOUSE (4)
- SPIDERMAN, SIN. SIN (6)
- AUSSIE RULES FOOTIE (7)
- BATTLETOADS (9)

### Super NES

- STARWING SFX (-)•
- SUPER STAR WARS (1)
- SUPER MARIO KART (2)
- DESERT STRIKE (4)
- STREET FIGHTER II (3)
- AXELAY (-)•
- ROAD RUNNER(-)•
- FOX TOUR GOLF (-)•
- SPR. DOUBLE DRAGON (6)
- PRINCE OF PERSIA (-)•

Compiled with the assistance of Capital Games Centre.

## CELEBRITY GAMES SYSTEM

Tani is a bit of all-right! We like her a lot. That's why we're printing her CGS even though she is very sad player. Luckily she can sing, dance and do a spot of acting as well, 'cos she ain't gonna get o' job with us!

**Name:** Toni Peoren **Occupation:** Actor/singer  
**Age:** 21 **I own a:** Game Boy

**I like to play Nintendo:** When I'm flying, when I'm working, when I'm not working, and when I'm just hanging around.

**My Fave Nintendo Game is:** Super Mario, because I'm determined to make it to the last world.

**High Score:** Not sure. (We think Tani means that she is too embarrassed to tell us!)

**Cheats and Tips:** I don't cheat, but my boyfriend does!  
**The next game I buy will be:** Ducktales.



## DOH! CORNER

Back in June we said that the Neo Geo arcade hit World Heroes would be appearing on the Super NES courtesy of Tokoro. Well, it has come to our attention that Sunsoft has developed and is releasing this 16 meg fighting fest towards the end of this year. Check out our news item on other new Sunsoft games to look out for.



## AUSTRALIAN ARCADE CHARTS

Last Month's position in brackets.

Fast movers have a bullet.

Campiled with the assistance of Timezone, Data East and Gottlieb games not tested.

## SIMULATOR GAMES

- 1 NBA JAM (1)
- 2 Virtual Racing (2)
- 3 Wild Pilot (3)
- 4 Suzuka 8 Hours (5)
- 5 Final Lap 3 (6)
- 6 Lethal Enforcer (4)
- 7 Crime Patrol (1)•
- 8 Mad Dog McCree 2 (7)
- 9 Stadium Cross (8)
- 10 Mortal Kombat (9)

## PINBALLS

- 1 Twilight Zone (1)•
- 2 Dracula (1)•
- 3 Creature From Logoan (3)
- 4 White Water (1)
- 5 The Addams Family (5)
- 6 Fish Tales (4)
- 7 Dr Wha (2)
- 8 Terminator 2 (7)
- 9 The Getaway (6)
- 10 Black Rose (10)

### NEW GAME

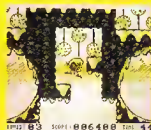
### BY: SUNSOFT

### GAME BOY

## IT'S A RAT TRAP!

Recently, there have been a lot of all cartoon characters storing in video games. Now the fastest mouse in the West has his own game on the Game Boy. It's none other than Speedy Gonzales, and as usual he is up to more cheese-related shenanigans.

This platform adventure sees Speedy dashing across a variety of landscapes while collecting pieces of cheese and searching for his friends, who have been mouse-napped by the wretched King Rot. No Aussie release date is set but, as usual, we'll be the first to let you know should we hear otherwise.



# PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt. En garde!

**"89% -  
Incredibly  
slick and  
addictive..."  
NMS**

**"One of the  
best SNES  
platform  
games  
around"  
NMS**

**"Pugsley is  
brilliant fun all  
the way  
through..."  
Super Action**

**"I think it's the  
best platform  
game on the  
system"  
Super Play**

**ocean**

**Metro**  
GAMES



DESIGNED BY  
**Nintendo**

**SUPER NINTENDO  
GAME BOY**

**GAME BOY**

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# NMS NEW GAMES SPECIAL

## WELCOME TO HEAVEN!

It's the Games Mecca of the universe, the place where all the new console hits are shown off in their glory. It's the Consumer Electronics Show in Chicago, and NMS was there to bring you this special report. Here we go!



As these shots from All Stars GP-1 show this is a brilliant looking motorcycle racer. We tried it - brrrr, brrrr!



### MARIO'S BACK!

And boy, does he mean business! The world's most popular plumber was definitely Nintendo's star of the show, featuring in a stack of new games. The big news is that four of them are on the Super NES cartridge. Mario All Stars features NES games Mario 1, 2 and 3 updated to 16-bit, together with Mario Last Worlds, a game only previously released in Japan. The cart's going to be a must for Mario fans - just be aware that they're basically the same games as their NES cousins.

Mario and Wario is the other Big M title to hit the Super NES. It's a surprisingly addictive puzzle game in which Mario's aim is to get to Luigi by guiding the good fairy across blocks which can appear, disappear, dissolve and explode. At first, the mouse-driven game seems incredibly simple, but, as the game progresses, the screen gets hellishly tough.

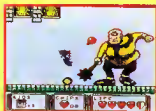
### YOSHI ON SUPER NINTENDO SCOPE

Yoshi's Safari is probably the best shoulder-blasting laugh yet, featuring our prehistoric pal in a 3D world where the only way to get anywhere is to shoot everything in sight and, when the going gets tough, jump for it! The game has some really neat graphical touches, excellent sound and is definitely one to look out for.

Battle Clash fans aren't left out either. Battle Clash II picks up where the original left off, delivering the same blasting frenzy but improving on the playability of the original. Definitely worth a look if you haven't got the original.

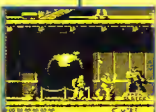
### PAC-MAN LIVES AGAIN!

Remember the ghost-gobbling superstar of the Eighties? Well, he may have been in semi-retirement since Pac-Land, but now Namco has brought him back in all-new adventures on Super NES and Game Boy. Pac-Man 2: The New Adventures puts our moze maniac back where he likes to be - in the thick of the action - while Pactris is a nifty Tetris clone and great fun to play. Meanwhile, Ms Pac Man is preparing to make her debut on Game Boy and, unless we're all very careful, the whole Pac phenomenon looks as if it's going to start over again...



Kid Klown in Night Mayor Town (NES)

### FIRST SIGHTINGS!



Jurassic Park (NES)  
Last Action Hero (GB)



While the Star Trek - The Next Generation, Super NES and Game Boy versions are by different companies, they both look quite smart!



Brom Stoker's Dracula (NES)

# NMS NEW GAMES SPECIAL



Dungeon Master (SNES)

## GAMES THAT WE CAN'T IMAGINE PLAYING



Black Bass Lure Fishing (GB)  
Trolls In Crazyland (NES)  
Thomas The Tank Engine (NES)



Wizard of Oz (SNES)



The 7th Saga (SNES)

## ALADDIN IS MAGIC

Capcom had a stack of new games to unveil at the show, including the long awaited Super Mega Man on Super NES and Disney tie-in, Aladdin. Super Mega Man improves on just about all the features of the NES superstar, and anyone who's never battled against mad Dr. Wily is in for a bit of a treat. However, it has to be said that the format is starting to look a bit samey now.

Aladdin could prove to be the hottest Disney tie-in ever, and challenge Mickey Mouse for the hottest Super NES Disney license ever. The graphics are absolutely stunning with a playability to match, and the game looks set to prove one of the hottest this year. On the down side, Goofy's Goof Troop looks fairly standard fare. Other Capcom carts to look forward to include Eye Of The Beholder, a faithful conversion of the Amiga classic starting to look a bit long in the tooth, and MVP Football - a fairly decent American Football sim which hopes to knock John Madden off the top spot. NES owners can look forward to Mighty Final Fight, a nifty little done with scaled down graphics and lots of challenge, Rescue Rangers 2, with RRs doing more of what they do best, and Mega Man 6 - that's right, 6 - Mega Man's biggest outing yet.

And if you've got a Game Boy, you can count yourself lucky, too. Capcom is set to unleash Mega Man 4 and Duck Tales 2 for the handheld, and we'll be bringing you lots more on both these titles very soon.

## TURTLES GET THEIR OWN TOURNAMENT

Good news for Turtles fans. Teenage Mutant Ninja Turtles - Tournament Fighter, which is not unlike the globally famous game of World Warriors, is on its way from Konami. Choose your Turtle and take on the machine or a mate in a timed fight to the finish.

Unfortunately, there wasn't much else from Konami at the show, although the company does have a habit of spiriting brilliant products out of thin air and it's unlikely that this will be an exception.

## EMPIRE STRIKES BACK AGAIN!

JVC has finally unleashed one of the hottest carts of the year: Super Empire Strikes Back on the Super NES. The game takes up the story where Star Wars left off, and comes complete with Imperial Walkers, asteroids, light sabres and everything else you could possibly expect. As anticipated, the game looks completely awesome and it shouldn't be too long before the game graces these very pages in fine style.

## PINBALL WIZARD ON GAME BOY

Hand-held hilarity knows no bounds, with the release of three big-time titles from Nintendo. Best of the lot has got to be Kirby's Pinball - the best hand-held pinball game you're likely to find anywhere! This is the game in which Kirby curls up and becomes the ball, and the aim is to rack up as many points as possible across some seriously wacky screens. Kirby whizzes about at a fair old lick and the inertia of a real pinball has been perfectly captured to deliver a real gem. Keep your eyes peeled for more on this one soon.

Wario Land is the latest in Mario's hand-held antics. This time around he's become his evil alter-ego whose mission in life seems to be to deliver as much nastiness as possible as quickly as he can. The main sprite is absolutely enormous, and there are zillions of screens to battle through. Rumour has it that Mario himself puts in an appearance somewhere along the line (to herald the arrival of Mario Land 3?), but we haven't seen it yet. Nintendo's other big hand-held title is Metroid II - Return Of Samus. In America, old Metroid seems to be a bit of a bomb, but to be honest I can't see what all the fuss is about. This could be one of the hottest carts of the year.

Hot! Hot! Hot! Tetris 2 is coming to NES and Game Boy very soon! Nintendo was hoping to have the cart on show at CES, but unfortunately it didn't appear. However, rest assured it is on its way and, as soon as we see something, we'll let you know.

Two-player Bombliss via Game Boy link-up is going to be something else, too!



Pac-Attack!



## STAR TREK GETS ITS NEXT GENERATION

Space. The Final Frontier. These are the voyages of the starship NMS. It's endless mission: to explore strange new games, to seek out decent laughs and top titles. To boldly go wherever the hell we please. Yes indeed, Star Trek - The Next Generation fans are in for a bit of a treat with tie-ins set to appear on every Nintendo machine.

Spectrum Holobyte is busily putting the final touches on the Super NES versions of the game, and the game looks very faithful to the TV series, and features plenty of depth as you guide the enterprise and its crew through a variety of testing missions. Definitely one to look out for.

Meanwhile, the NES and Game Boy licenses are being programmed by Absolute, and are quite different games. The Game Boy version looks particularly impressive, and much better than the rather whiffy Star Trek which came out a year or so ago. So look out for them all and, er, Engage!

That's not all, folks! We'll be back with even more info on all the latest games, next issue!

ADVANCE SCREENING

# MORTAL

## SUPER NES PREVIEW

For years, *Street Fighter 2* has been the undisputed king of the arcades. Dozens of games have attempted to emulate it, but few have come anywhere close. Until now, that is. *Mortal Kombat* is the only fighting game to seriously challenge the rule of *Street Fighter 2*, and it's finally being readied for release on the Super Nintendo and Game Boy! Of all the versions coming out, the SNES copy is the closest to the arcade in terms of graphics, sound and gameplay. The original graphics of the arcade version have been recreated faithfully for the Super NES, and few will notice any difference.

### MORTAL MONDAY!

At last, after months of speculation, we can confirm that *Mortal Kombat* will be hitting Super Nintendo's shelves all around the world on Monday, September 18th. So reserve your copy now!

### Extra Game Mode

The home versions of *Mortal Kombat* have an extra game mode that the arcade machine lacked. This exhibition mode allows two players to continuously challenge each other while the computer keeps score of wins and losses, just like the Vs mode in *Street Fighter 2*.

### CHOOSE YOUR FIGHTER



GAME FAX  
PRICE: \$129

BY: ACCLAIM

PLAYERS: 2

MEGS: 16

RELEASE: SEPTEMBER



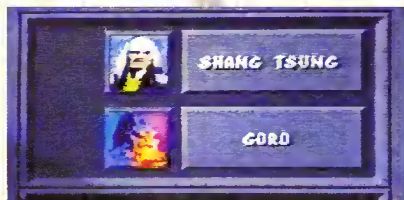
### THE SHALIN TOURNAMENT

Those who enter the tournament must face six separate warriors and a mirror image of themselves in a best-of-three rounds match.

If you make it past them, you are put into one series of three endurance fights, in which you must fight two challengers, one after the other, without a rest or even a cup of tea between battles.

Next up is the monster Goro, a veritable tower of strength, whose hobbies include knitting, origami and ripping people's heads off. What a charming lad.

After Goro, the only thing standing between you and victory is the evil Shao Kahn. He has taken control of the tournament, and doesn't take kindly to anyone who threatens his rule.



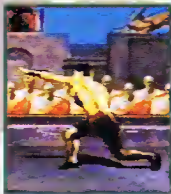


# ADVANCE SCREENING

# KOMBAT

## THE MAGNIFICENT SEVEN

Just as in the arcade version, you can choose your fighter from a cast of seven. Don't throw a tantrum if your mate selects your favourite fighter, because both of you can choose the same one!



### Johnny Cage:

This pateur is a Hollywood actor, who should probably take some time out from the salarum and take some acting lessons! Johnny can throw green fireballs (are they something disgusting from the back of his throat?), and if someone is beating him in a corner, the rather drops to the ground and delivers a nasty punch to the groin! Ouch!



### Lui Kang:

Naw a Shaolin monk and fisherman, he was previously a member of the mysterious Lotus Society. Lui Kang can fire rapid blasts of pure energy and, if his opponents try to run away, he launches after them feet first, aiming for their yellow belly!



### Kana:

A member of the treacherous Black Dragon cult, Kana has cybernetic body parts, and can send his body spinning through the air towards you like a cannon ball! He has a spinning knife, which he can throw even while blacking!



### Sonya Blade:

An agent of the special forces, Sonya is after Kana with her farce wave at the ready. She's a tough gal, yet she gets the vote of most gorgeous video game babe by the NMS lads!

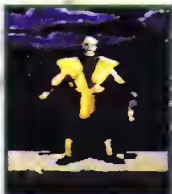
### Sub Zero:

Shrouded in mystery, Sub Zero is a Ninja of the ancient Lin Keui discipline. By channeling his ancient Ninja powers, he can send icy blasts from his finger tips that temporarily freeze opponents, allowing him to casually walk up and smash them into next week with a devastating uppercut!



### Scorpion:

Scorpion is an undead spectre, who has returned from the dark side to exact revenge on the one who killed him, Sub Zero. He carries a harpoon which he hurls into his adversaries' chests, and then drags them in close where he has them at his mercy!



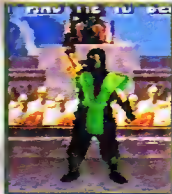
### Raiden:

Raiden is a Thunder God, rumoured to have joined the contest on invitation by Shang Tsung himself! Raw electricity courses through his veins, and he can unleash bolts at it upon others at will!



### The Eighth Man:

Living below the bridge is a mysterious warrior known only as Reptile. Closely resembling Scorpion and Sub Zero in both fighting style and dress, this green-clad lizard man appears seemingly at random to challenge you in The Pit. He is very quick, and can freeze or spear you with equal ease, so be on your guard!



# ADVANCE SCREENING

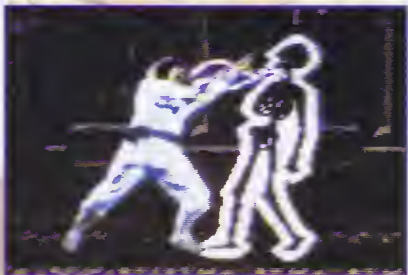
## BEASTLY BOSSES

Half-dragon, half-man, the mighty Goro has withstood 500 years of challenges without flinching. The mere sight of his grotesque four-limbed body is enough to make even the hardest opponent rush to the bathroom to change their undies! This cruel manster enjoys intimidating challengers with his size, and his favourite move is to grab his hapless victims with his lower arms and then pound them into submission with his rock-hard forearms! If fighters manages to defeat the repulsive Goro, they must face Shang Tsung himself. This fiendish scarcerer has been living on the souls of his victims, and can use any fighting technique they may have mastered to his advantage.



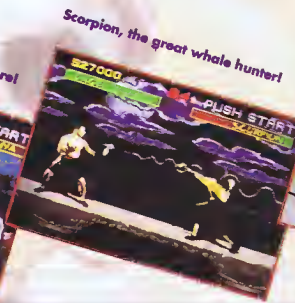
## KILL HIM AGAIN!

Without a doubt, the best thing about *Mortal Kombat* is the variety of gruesome ways in which you can finish off your opponents. Once you've drained their energy for the second time in the fight, you are instructed by Shang Tsung to finish them off for his perverse pleasure. Each character has a unique way of sending their opponent to an early grave, be it by physical dismemberment or magical trickery. To execute the final blow, you have only a few seconds to perform a complex series of joystick commands, different for each character. If you perform the finishing move successfully, you are treated to the gory spectacle, and you get a massive 1,100,000 point bonus!



## FIRST OPINION - ANDREW

We have seen and thoroughly played an almost finished 16 meg Super NES version of *Mortal Kombat*, and it's looking fantastic! I ran off to Timezone to play the arcade version (it's a tough job, I know), and I can report that the SNES version is almost identical to its big brother. Almost? I hear you ask. Well, there ain't no blood in our preview version, but as I've said, it is an unfinished copy, so there is still a chance that the blood and guts will be included in the final version. Overseas reports indicate that this may be the case, so keep your fingers crossed! Look out for a full review in next month's issue of NMS.



## GAME BOY PREVIEW

Based on Midway's fast-paced coin-op, the Game Boy version of *Mortal Kombat* once again is set at the legendary Shaolin tournament for the mortal arts. Experts from around the world have gathered once again to take on the might of Shong Tsung, who has been the champion for the past 500 years, but, before they face him, they must defeat the other combatants, and a fiersome half-dragon, half-man called Goro.

### LOOKIN' GOOD

*Mortal Kombat* on Game Boy? Unlikely as it seems for Midway's arcade classic, Acclaim has managed to squeeze it onto the Game Boy format fairly successfully while retaining a high standard of animation.

The sprites are large and detailed which makes the fight sequences easy to manipulate with a high degree of accuracy, though the distinctive backgrounds have been dropped in the interests of clarity.



### SPECIAL MOVES

Acclaim has been able to retain an amazing proportion of the Super NES' moves and special powers on the limited Game Boy format.



GAME FAX  
PRICE: \$59.95  
BY: ACCLAIM  
PLAYERS: 2  
MEGS: 4  
RELEASE: SEPTEMBER

### TWO PLAYER!

Linked Game Boys will be able to play *Mortal Kombat* head-to-head using the standard Game Link cable that comes with the Game Boy.



### WHERE'S JOHNNY?

Dunna why, but the programmers have seen fit to leave Johnny Cage off the hand-held, though his similarity to Lui Kang probably didn't help his cause when it came to scaling *Mortal Kombat* down to Game Boy size.

**Look out for the full NMS review next issue!**





# REVIEW

SUPER NES

1

PLAYER

8

MEG

ACT  
GAME

ALIEN

PRICE: \$109.95

BY: ACCLAIM

RELEASE: JUNE

## CONTROL

JOYPAD

## GAME DIFFICULTY

HARD

## CONTINUES

UNLIMITED-PASSWORD SYSTEM

## SKILL LEVELS

THREE

## RESPONSIVENESS

GOOD

## 1ST DAY SCORE

COMPLETE FIRST LEVEL

## ORIGIN

A NEW GAME FROM ACCLAIM, DIFFERENT TO THE OTHER ALIEN 3 GAMES (MEGAORIVE & GAME BOY), BUT BASED AROUND THE MOVIE OF THE SAME NAME.

To say that Lt. Ellen Ripley wake up on the wrong side of the bed is an understatement. In fact, she didn't even wake up in the same bed she went to sleep in!

After her heroic battle against a queen alien aboard the Sulaca, in which she was the victor, Ellen decided to take a well deserved rest in hypersleep. However, before she introduced the queen alien to the outside of the Sulaca's air lock, it left a few nasty presents in the form of fertile egg pads.

In time they hatched and, in an effort to find a host, the Face-huggers triggered the emergency evacuation of the EEV and its contents of Ripley, Newt, the injured Cpl. Hicks and the android Bishop.

The EEV came to rest on the surface of the planet Fiorina "Fury" 161, an almost deserted maximum security prison. With it came the aliens! Ripley has awakened to find herself in her worst nightmare!



## ON YOUR FEET, LIEUTENANT!

Moving around the prison complex is a difficult task. Due to a lack of maintenance, many rooms and corridors have become either fully or partially blocked off. To overcome these problems, Ripley has to use less conventional means of getting around.

To reach higher platforms when there are no ladders, look for chains to climb up. Gaps that are too far to clear with a jump can be negotiated by swinging across bars attached to the ceiling.

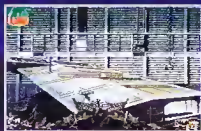
## WIELDING YOUR WELDER

In some missions, Ripley has to use a welder to mend broken pipes, repair electrical equipment or seal off doors. To activate the welder, simply stand in front of the broken object and press the Y button.

Welding only takes a few seconds, but the aliens can quickly overwhelm you while you are distracted.

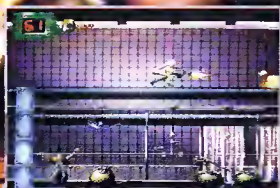
Activate your motion tracker as soon as you start welding so you are aware of approaching danger.



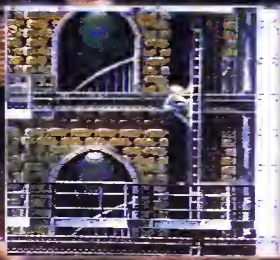


**REVIEW**

# ALIEN



A number of the lazier crew members have been hanging around doing nothing much at all. Cut them down and give them a good talking to.



## MULTIPLE ORGANISMS

The aliens are a unique species, with many interesting biological characteristics, and they can survive in a wide variety of physical environments. During their life cycle, Aliens go through several stages of metamorphosis. EGG PODS harbour the developing alien embryos. The outer membrane is impervious to anything you can throw at it, so hold your fire until it opens at the top to release its deadly cargo.

FACEHUGGERS emerge from the egg pods laid by the queen. These nasty little critters scurry across floors and ceilings, looking for something alive in which to implant the developing alien.

CHEST-BURSTERS announce their arrival after a short gestation period, by leaving a host by the most direct means, through the ribs! These parasitic organisms slither around like cut snakes, so watch your step!

BAMBIS are Chest-busters who have gone into hiding for a while and reappear as vicious acid-spitting juveniles. For some strange reason, these foul, disgusting, horrible, cretinous beasties have a real fondness for you. At this stage they start to show a resemblance to the adults.

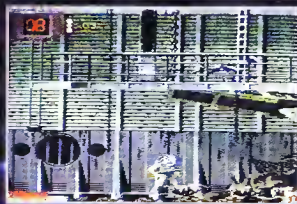
IMMATURE ADULTS are bigger and more intelligent than Bambis, and therefore more dangerous. These stalk the halls and passages in vast numbers and are highly aggressive.

MATURE ALIENS lurk out of sight in walls and ceilings, in rooms and passageways, preying on anything foolish enough to venture by.

THE QUEEN MOTHER is the cause of all your problems. She has made her nest in the lead mold of the central power generator. She probably isn't too impressed by your efforts to exterminate her offspring, so don't expect to find her in a good mood.



# REVIEW



A Various health and weaponry power-ups are scattered about the various rooms. Remember to keep stocking up if you are going to have any chance at all.

## HOW TO CONTROL

**DIRECTION PAD:** Moves left, right, roll a bit forth and up and down ladders. Pressing **DOWN** makes Ripley crouch, and in this position she can hobble around slowly, yet is still able to shoot in any direction.

- A** Fires your pulse rifle for as long as you keep it pressed
- B** Makes Ripley jump, or drop when hanging on a ladder.
- X** Launches grenade.
- Y** Unleashes everyone's favourite alien exterminating device, the flame thrower! Keep pressing for continuous carnage.
- S** Pauses game.
- S** Nothing.
- L** Skips through your weapon inventory so you can see how much ammo is left.
- R**

## HOW TO PLAY:

Getting Ripley through the dark passageways and clasp infested areas is made easy by the uncomplicated control layout.

## ALIEN EXTERMINATION - THE ELLEN RIPLEY WAY

Ripley is a bit of a veteran when it comes to intergalactic bug hunts, so she knows best what weapons to take along and cause maximum damage!

**Pulse Rifle:** This high-powered machine gun rips apart small aliens with no trouble, although the tough hide of older aliens lessens the impact of the bullets somewhat.

**Grenade Launcher:** Send a grenade into the chest of an alien and it'll be coughing its guts up all over the place!

**Flame Thrower:** Playing around with fire sure gets the Aliens wound up no end, especially when you're cooking their egg pods!



## COMMENT



**ANDREW**

Alien 3, the movie, was a bit of a let-down, but this game won't disappoint. It manages to re-create the tense claustrophobic atmosphere which the films are renowned for by use of stunningly detailed backgrounds and fast-paced orchestral music that should be heard on a stereo system to fully appreciate it. The action is hard and fast, perhaps not as frantic as Super Probotector, but along the same lines.

There is an element of strategy to Alien 3. You plan each mission with the help of the blueprints while a grim-faced Ripley gives advice.

Anyone who rushes in with all guns blazing will soon find themselves running out of ammo and overrun by swarms of aliens, but if you move around carefully and carry out the missions in the suggested order you'll live longer and still have fun wasting anything that moves! Not a game to miss, but not for the faint-hearted!



**JANE**

**Quite simply, Alien 3 is a brilliant game and a huge thrill! Buy! Buy! Buy!**

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

In each level, you are free to roam around and do whatever you like, although you won't be able to complete any missions until you log on to the computer network at one of the many terminal posts scattered throughout the levels. Through these posts you can access your mission briefings and blueprints to each level, especially useful when you become lost! Each mission requires you to carry out an important task, from rescuing cocooned prisoners to repairing electrical equipment or sealing off entire corridors!

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The good news is that you are given a password on completion of each level; the bad news is that you only have one life (don't we all?), and if you lose it you have to do all the missions in the current level again!



▲ That blue screen on the right is a computer terminal. Use it if you don't want to wander around endlessly for the rest of your life.



## LONG-TERM INTEREST

	HOUR	DAY	WEEK	MONTH	YEAR
HIGH	Red	Red	Red	Red	Red
GOOD	Red	Red	Red	Red	Red
	Red	Red	Red	Red	Red
FAIR	Red	Red	Red	Red	Red
	Red	Red	Red	Red	Red
LOW	Red	Red	Red	Red	Red
	Red	Red	Red	Red	Red

## RATINGS



## ► BREAKDOWN

## PRESENTATION

➤ A terrific introduction sets the tone perfectly for this game, and the features during this game are excellent, especially the terminal posts.

92

## GRAPHICS

- Incredibly smooth animation; detailed, well drawn sprites and backgrounds.

93

## SOUND

★ Dramatic orchestral music heightens the tension. Booming explosions and spine-chilling alien screams are neat touches.

86

## PLAYABILITY

- Simple, no-fuss controls. Buckets of white knuckle excitement.
- Blasting at nearby Face-buggers is sometimes unsuccessful and annoying.

92

## LASTABILITY

- It won't last forever, but while it does it will put up a strong fight.
- The missions are all similar, and become a bit tedious after a while.

90

## OVERALL

An intense marathon of alien slaughtering, with a touch of strategy. Strongly recommended.

93

# REVIEW

NINTENDO

1  
PLAYER

4  
MEG

PLT  
GAME



PRICE: \$84.95

BY: ACCLAIM

RELEASE:  
SEPTEMBER

## CONTROL

JOYPAD

## GAME DIFFICULTY

TOUGH

## CONTINUES

2

## SKILL LEVELS

1

## RESPONSIVENESS

SLUGGISH

## 1ST DAY SCORE

COMPLETE FIRST CHAPTER

## ORIGIN

ANOTHER ORIGINAL GAME BASED ON THE SIMPSONS CHARACTERS DEVELOPED BY MATT GROENING. THIS ONE CENTRES ON ONE OF BART'S FANTASIES, TO APPEAR ALONGSIDE HIS COMIC BOOK HERO, RADIOACTIVE MAN.

# BARTMAN Meets RADIOACTIVE WITH FALLOUT

Evil forces are at work in Springfield. As the town sleeps silently, lone crusader, Bart Simpson, stays awake trying to unravel a sinister mystery. His hero, Radioactive Man, has disappeared from the pages of his own comic book! What has happened to him? Enlightenment comes with the arrival of Fallout Boy, R-Man's sidekick. He explains to Bart the shocking events starting with the kidnapping of Radioactive Man by none other than the twisted evil genius known as Brain-O the Magnificent.

This intergalactic fiend has trapped the Radioactive Wander in the Limba Zane, an inter-dimensional cloud of space anti-matter that orbits a black hole. Unless saved, Radioactive Man will be forced to perform back-breaking West Indian dance rituals until the end of time!

Who will rescue Radioactive Man from the vile clutches of Brain-O the Magnificent? The answer is none other than Bartman, the alter-ego of Bart Simpson!



A Bart's sub-conscious is not a nice place to be!

## STEP INSIDE THE MIND OF BART SIMPSON!

Before Bartman can free R-Man he must recover Radioactive Man's mighty powers, each of which has been taken by one of Brain-O's evil helpers, Swamp Hag, Dr. Crab and Lava Man. They each reside in an environment familiar to their character.

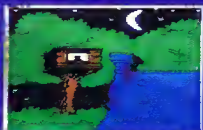
**Swamp Hag** is the cantankerous of the first chapter which spans the junkyard, underground pipes, the swamp and her secret hideaway.

**Dr. Crab** is the craftiest crustacean in the ocean. His huge territory encompasses the sea bed, the dangerous deep water crab walk, an underwater cave network and his secret laboratory.

**Lava Man** rules the third chapter, found deep, deep below the Earth's crust. From the care of a volcano, Bartman must journey to an underground city populated by monsters! Lava Man waits for you in his lava bath.

**Brain-O the Magnificent** has to be faced in the last chapter as Bartman and the now freed Radioactive Man team up in a classic fight between the forces of good and evil!

I CAN'T BELIEVE IT!



A TYPICAL AMERICAN  
AMERICAN TREE HOUSE--

... BARTMAN!



# THE MAN OUT BOY

!!!!!!!

Along your journey you will come across dozens of exclamation marks. Collect them for instant points, and when you have 20 of them you get an extra life!



## HOW TO CONTROL:

**DIRECTION PAD:** Directs which way Bartman walks, swims or flies.

**A**

Jump. Press to activate swimming or flying ability after acquiring that power, and keep held to walk, swim or fly faster.

**B**

Press once to punch, twice quickly to kick and thrice to execute a mighty spinning kick. When you've got a Mighty Power, such as laser eyes, it is used instead of punches and kicks.

**S**

Pauses game.

**S**

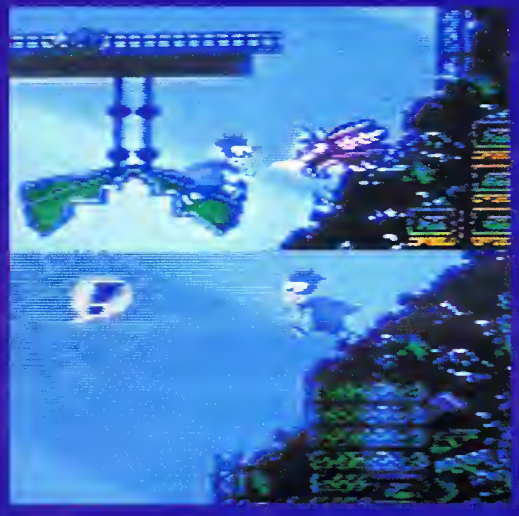
Does as much to this game as Homer does at work!

## HOW TO PLAY:

You control Bartman and must get him through four chapters of a Radioactive Man comic, as well as the mysterious Limbo Zone. Standard platform gameplay means you jump around, punch and shoot baddies and collect power-ups.

## EAT PURPLE DEATH-RAY, MUTANT SCUM!

Like all good super heroes, Bartman is capable of unleashing a series of deadly combat moves to pummel attackers into submission. Better yet, Bartman can acquire mighty her powers, such as ice breaths that freeze all they touch, and the spooky ability to shoot laser bolts from his eyes!



## COMMENT



**ANDREW**

Aye, aye, aye! Another Simpsons game on the NES! Bart fans are well catered for, but unfortunately, just like Krusty Brand products, Bartman Meets Radioactive Man fails to rise up to their hopes and expectations. Oddly enough, the best NES Simpsons game is Krusty's Fun House!

The game starts in a promising manner, with an amusing introduction sequence and nice still drawings.

However, it soon degenerates into just another stroll-along, jump-the-gaps and shoot-the-baddies platform romp. Bartman is sluggish in movement, and this can cause problems when trying to out-maneuvre attackers and errant tyres, but you soon learn to compensate and act accordingly.

It would be easy to ignore Bartman Meets Radioactive Man and, if you did, you wouldn't miss out on much. But if you can cope with boring graphics and monotone tunes, you have a tough game that should take a while to complete.



# REVIEW

## COMMENT



In this day and age, when we are being treated to constantly more astounding games and gaming tech-

nology, there is nothing more frustrating than an ordinary NES side-scrolling game. And, despite the overall quality of the Simpsons games in the past, *Bartman Vs Radioactive Man* is ordinary, lacking the graphic impact of the rest of the Simpsons brand, or indeed the wicked sense of humour that has, in many ways, been the signature of Simpsons games. Bartman is boring to play as well, with limited movements and slow response to your commands which I found extremely annoying and made the game a great deal harder to complete. For hardened Simpsons fans only.

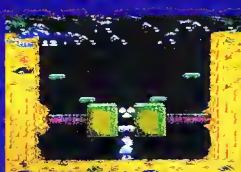
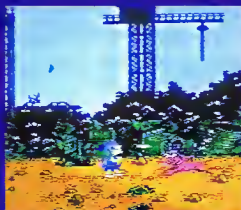
## THE LIMBO ZONE

In each level there is the opportunity to enter the Limbo Zone for a brief period of time by finding a warp hole. While in the Limbo Zone you have the chance to collect heaps of power-ups, trapped there by the pull of the black hole. The Limbo Zone is highly unstable when entered through a warp, and the slightest missed step sends you back to the level. Survive the Limbo and you get transported to the next level.

## LONG-TERM INTEREST

HIGH  
GOOD  
FAIR  
LOW


HOURLY DAILY WEEKLY MONTHLY YEARLY

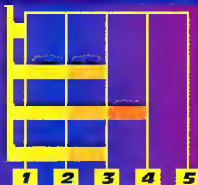


▲ Jump, punch, shoot, fall ad nauseum in this standard platformer.



# RATINGS

STRATEGY  
ACTION  
CHALLENGE  
REFLEXES



## ► BREAKDOWN

## PRESENTATION

- ▲ Long introduction sequence tells the story with good still graphics.
- ▼ There are no options.

82

## GRAPHICS

- ▲ Numerous animations, variety of enemies.
- ▼ Small characters, endlessly repeated backgrounds with crappy colours.

68

## SOUND

- ▲ Some cool noises.
- ▼ Annoying tunes lifted from the NES. Turn them off!!

62

## PLAYABILITY

- ▲ Easy to control.
- ▼ Bartman is slow to get going, and your jumping must be spot on.

72

## LASTABILITY

- ▲ Lots of long, tough levels will take you a while to finish.
- ▼ The constant repetition is frustrating.

85

## OVERALL

A cool story, but unfortunately the game fails to deliver anything outstanding and will be quickly forgotten. Simpson fans will have a bit of fun, but will be ultimately disappointed.

73

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# REVIEW

SUPER NES

1  
PLAYER

8  
MEG

FLT  
GAME



PRICE: \$109.95  
BY: MICROPROSE  
RELEASE: JULY

## CONTROL

JOYPAD

## GAME DIFFICULTY

MEDIUM

## CONTINUES

INFINITE - PASSWORD

## SKILL LEVELS

1

## LIVES

1

## RESPONSIVENESS

A BIT SLOW

## 1ST DAY SCORE

COMPLETE FIRST CAMPAIGN

## ORIGIN

THE F-15 HAS BEEN THE BASIS FOR MANY FLIGHT SIMS, ALTHOUGH THIS VERSION IS SOMEWHAT DIFFERENT TO ALL OTHERS.

The F-15 is one of the leanest, meanest, most versatile jets ever to take to the sky. It's capable of medium range bombing missions, yet it's no slouch when it comes to aerial combat. American F-15s played a major role in ending Saddam's persecution during the Gulf War. So it's no surprise that ILMac, Namco, SYSTEM, and Microprose have seen fit to use it as the centerpiece of the first Super Nintendo game with a split-screen missions F-15 goes to war.

# SUPER STRIKE EAGLE

## LOCKED ON TARGET!

While you're flying around the map view you will come across blue enemy jet markers. As soon as you fly within striking range, the screen will change to a first person view out of the cockpit. Here you face the enemy in vicious dog fights, and you're often heavily outnumbered!

In the centre of the plane's control panel is a read-out of the F-15's status. To the left of this is a radar screen which shows your F-15 in relation to the enemy planes. Line up your adversary and the weapons system will automatically lock on. Now is the time to send him into early retirement with a Sidewinder up the exhaust port!

## TARGET DESTROYED!

When you fly over a ground target, the action switches to dive-bomb mode.

Avoid the surface-to-air missiles and anti-aircraft fire by gaining altitude, then cut the throttle and drop down on your target and fry them with steel rain from the barrels of your cannons! As soon as they're down, get the hell out of there!

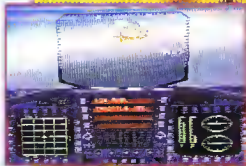
Here are some of the more important targets which release valuable bonuses when hit.

**OIL REFINERY:** Without fuel, even the most sophisticated planes stay on the tarmac, and, if you're in the sky without fuel, bye-bye skyl! Knocking out an oil refinery is the F-15 pilot's way of saying "fill 'er up!"

**SCUD MISSILE LAUNCHERS:** Get rid of a Scud site and 12 air-to-ground missiles are yours.

**AIR DEFENCE HEADQUARTERS:** If you are bothered by swarms of SAMs, hit 'em where they live and they will trouble you no more!

**NUCLEAR REACTOR:** It is rather unwise to damage this place, and doing so rewards you with a terminal case of radiation contamination!



## EYE IN THE SKY

Before you start each mission, check out the ground view through passive binoculars in which you lose fly the your mission and give you a good idea of the terrain and the location of the targets. You can also see the location of the enemy planes and the location of the friendly planes. You can also see the location of the friendly planes and the location of the enemy planes.





# STRIKE EAGLE

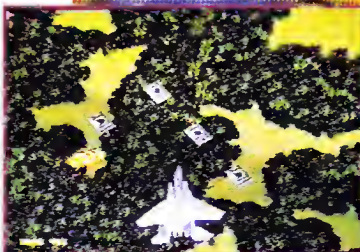
## TARGET, TA-GET!

There are four major campaigns in Super Strike Eagle, each of which is broken up into a number of missions which in turn have several targets within.

Upon destroying each target, you are rewarded with a number of points as well as a bonus such as extra fuel or ammunition. For each mission, plan the path between targets you will take so as to replenish fuel and weapons before tackling further targets.

## DAMAGE CONTROL

After heavy fighting you may find your F-15 with empty missile racks or flak damage. Rather than risk death trying to liberate bonuses from unwilling targets, head for the nearest friendly base for quick repairs and re-arming.



### HOW TO CONTROL:

**DIRECTION PAD:** Moves you up, down, left or right on the map view. When in the cockpit or while attacking ground targets, it makes your F-15 climb, dive, roll left or right.

<b>A</b>	Fires 30mm cannon, views map.
<b>B</b>	Fires missile
<b>S</b>	Starts game, pauses game.
<b>S</b>	Enters password screen.
<b>X</b>	Throttle up.
<b>Y</b>	Throttle down.
<b>L</b>	Releases chaff.
<b>R</b>	Releases flares.

### HOW TO PLAY:

Fly your F-15 around, strafing designated ground targets and other enemy installations as well as taking on the enemy's best pilots in head-to-head air combat.

## REVIEW



## COMMENT



### JANE

The anticipation that I felt when I first took Super Strike Eagle home was matched only by my disappointment in finding out

that it wasn't the ultimate flight sim. Actually, it's not really a flight sim. More of a strategy blaster cum flight sim thingy. Whatever - it wasn't what I expected.

The only problem is that the game isn't strange enough all round to compensate for its somewhat schizophrenic nature. The strategy elements are fairly basic, the blasting elements are not exactly what I'd call adrenalin-pumping material, and the flight sim is only so-so as well.

Graphically, Super Strike Eagle is initially stunning, with great scaling and rotation, but soon I felt that the designers had been a little too true to the nature of modern day-fighting as you basically have to fight via radar with the occasional distant dat rarely moving into recognisable vision.

That may have not been so bad except that the missions themselves are very repetitive, so it's a case of well enough not being good enough.

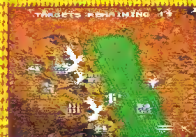
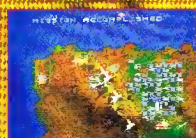
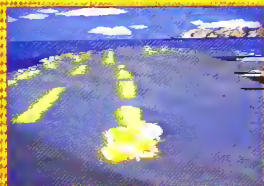
# REVIEW

ALL ABOUT LAST YEAR'S SUPER STRIKE EAGLE. YOUR CHOICE IN THE F-15 FLIGHT IS A BOMB.



## HIT THE DECK

When you have destroyed all the targets, it's time to come home. Unfortunately, before you can leave, you have to defend your base. This is the most difficult part of the game. The base is extremely difficult to defend. A lone bomber can easily hit the base. The base is extremely difficult to defend. A lone bomber can easily hit the base. The base is extremely difficult to defend. A lone bomber can easily hit the base.



## COMMENT



ANDREW

Let's get things straight from the start; Super Strike Eagle isn't the PC style flight sim

you might expect from simulation expert Microprose. It's an odd hybrid of game styles, part flight sim, part arcade shooter, with a fair dash of strategy added to make things interesting. At first, this seems to detract from the game by breaking the flow each time it switches to a different perspective, but this soon ceases to be a bother and you'll get used to it, as it is an important aspect of the game.

Unfortunately, not enough attention has been paid to the bombing strikes or to the air-to-air dog fighting, and each style has a number of flaws. The rotation and scaling is impressive, but it isn't as smooth as it should be. When looking out from the cockpit it is impossible to work out your position without looking at the radar, as there are no ground details whatsoever, just a grey void. Don't buy this game if you're after a "serious" flight sim, but it is definitely worth checking out if you feel like some blasting action.

LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

HOOR DAY WEEK MONTH YEAR

# RATINGS



## PRESENTATION

84

Easy controls, nice clear maps and stats. Some of the letters and numbers on the password screen are easily confused, especially 3 and 8, and 6 and 0.

## GRAPHICS

78

There is lots of rotation and scaling and it looks great! Movement is rather jerky and the air combat sequences are terrible.

## SOUND

81

Excellent speech, no annoying music during the game. Annoying music before game.

## PLAYABILITY

81

Variety in game styles, always something to keep an eye on and do. The missions are all more or less the same, and destroying the targets is easy.

## LASTABILITY

74

Completing the later missions is quite tough and will take a while. There is nothing new to see or do after the first mission.

## OVERALL

76

Super Strike Eagle is an interesting game that combines styles of play not usually associated with each other, but it isn't particularly outstanding in any way.





# IN YOUR DREAMS...

An SNES  
Dream Come True!  
-Game Players

One of our staff's favorite  
games was Bart's Nightmare!  
-VG&E

Imaginative twists and turns  
of the TV show are everywhere  
in this game...  
-Nintendo Power

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# OR BART'S NIGHTMARE!

## PLAY THE GAME REVIEWERS ARE LOSING SLEEP OVER!

Battle the mighty Homer Kong in the game *Game Players* called "An SNES Dream Come True!" Enter the world of Itchy and Scratchy in *Entertainment Weekly's* #1 rated SNES video game! Vanquish vile villains as Bartman in one of *Video Games and Computer Entertainment* staff's "favorite games!" Check out the amazing eye-popping graphics, Bart's real digitized voice, digitized action and game play that'll keep you up all night!



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# SUPER NES

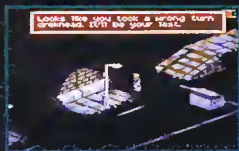
**8**  
**MEG**

**ADV**  
**GAME**

**BY: DATA EAST**  
**RELEASE: JULY**

**ORIGIN**  
Based on the original board game  
created by FASA Corporation.

For starters, Jake has had most of his memory blown away, and has to try to put the pieces back together again, which is kinda tough because it's 2050AD and the world has gone cyberpunk. Civilisation is controlled by the Megacops and information is power. Those that have slipped between the cracks of this brave new order live on the streets, according to their own rules. Shadowrunners jack into the Matrix to illicitly use information that is the currency of the Megacops. Freaks and mutants blow each other away for the hell of it, and, same say, pagan magic is practiced. Looks like Jake is in deep poo!



As you speak to various people, key words will be added to Jake's Ask About menu; which will allow him to ask about clues to an increasing range of subjects as he speaks to different people. The people you meet will be unable to help you if you can't ask them the right questions. Of course, some help you onwa

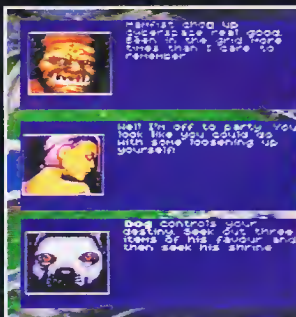


▲ Using your R and L buttons and the directional pad, you can point at objects, examine them, and then either use them or pick them up. You can also do this with the directional pad and the B button.



▲ Your main menu allows to use all of the items, weapons etc that you pick up along the way as well as giving you a breakdown of your status at the time.





As you stagger about the shadow world, you will meet loads of interesting characters (and some babes!), some of whom will be able to help you with information. Don't be shy, have a yarn, though you may have to be quick to catch up with those on the move.

## REVIEW



# SHADOWRUN

### IT'S A DOG'S LIFE

It's often said that man's best friend is his pooch. Well, as far as Shadowrun is concerned, this is definitely the case. In fact, it might be more accurate to say without a dog, Jake is a lost cause. This is a hint.

### HOW TO CONTROL:

8-way directional control moves the character as well as the pointer and cross-hair

<b>A</b>	Use weapons
<b>B</b>	Select pointer
<b>S</b>	Start : Main menu
<b>S</b>	Select : bring up party status
<b>L</b>	Examine object/pointer
<b>R</b>	Open/close doors/pointer
<b>X</b>	Cast spell
<b>Y</b>	bring up items and sub-menu

### HOW TO PLAY:

Move Jake across the shadow world collecting items, weapons, magic, clues and other goodies as he tries to regain his memory and find out what has happened to him and how to save his life.

### COMMENT



#### ROBERT

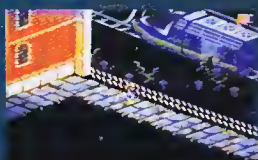
Up until now the Super NES in Austrolia has been sadly lacking in RPG /Adventure games, but all that has changed with Shadowrun. Controlling

Jake is relatively straightforward, though mastering his weapons and options may take a little practice as he does build up quite a significant inventory very quickly.

While the soundtrack and the graphics overall are not whitewash material, they do combine well. The animation is dazzling and the amount of detail impressive, all helping to create an extremely involving atmosphere that had a cyber-implant firmly embedded in my brain. Overall, Shadowrun is on extremely intense and enjoyable game which is very hard to walk away from without thinking about your next move. Hat

### ROCK-A-BYE BABY

Hidden in the various buildings is your very own office, which, apart from having a few handy clues, also has a camp bed in the corner. Just the thing for a tired gamer feeling in need of a revitalising catnap, you say. Well, the designers obviously thought so, because if you make use of the bed you will not only enter a Save Game/Karma option screen, but you will re-enter the game with your life meter replenished regardless of what you chose to do.



### MONO-RAIL MADNESS

After working your way through the caryards, you are finally able to hitch a ride on the mono-rail and check out the rest of town. You still have a fair way to go before you will have figured out who burnt your brain and why, but in the short term, you will find that you have a more pressing problem at hand. If you haven't prepared yourself adequately for this, well, you might as well hit the restart button. Or not. Just how good are you?

## COMMENT



I admit it - I love adventure games and role-playing games! But after playing Shadowrun, which is an excellent example of just how

good this game can be, I'm willing to bet that even Street Fighter II fans would love it. At last, we have a thought-provoking game that builds up a great atmosphere and combines lots of elements to keep your fingers and your brain buzzing while you try to work your way through it. There are plenty of items to seek out, bad dudes to destroy and freaks to have a natter to while you try to figure out just who the hell you are.

**I think Shadowrun is a brilliant game with great graphics, great sound, and playability and lastability that will make it a classic, so buy a copy now!**



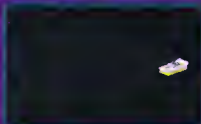
Shadowrun is now a multi-media experience with the game becoming a cult for gamers who devour anything to do with it. So far, there are board games, novels, adventure supplements, source books and other whizzy things associated with the original board game. If you're interested in finding out more, write to: *The Shadowrun Network, 2101 West Broadway 305, PO Box 6018, Columbia, MO 65205-6018, USA.*



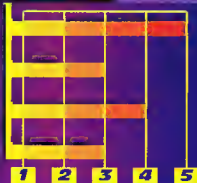
▲ Once Jake acquires a weapon or two, you will discover that he isn't allowed to go around blowing people away just for the hell of it. Bummer!



▲ The Grim Reaper Club is a good place to get information. It's also a good place to get your head kicked in!



▲ Jake's bed is a good place to be when you can't make head or tail of the clues



## ► BREAKDOWN

## PRESENTATION

- Heat overhead perspective. Nicely detailed.

89

## GRAPHICS

- ▶ Drib but atmospheric environments draw you into the game.
- ▼ Lack of full-screen detail sometimes make the game look disappointing.

82

## SOUND

- The music sets the pace and the atmosphere.
- ♥ The affects are fairly sad.

▼ The effects are fairly small.

80

## PLAYABILITY

Very easy to get into with some nice variations to the gameplay to stop you from getting bored.

94

## LASTABILITY

The ability to probe all around this game and still not be able to finish a section will keep you coming back.

♥ This can be frustrating

88

## OVERALL

**A great adventure game and an excellent long term investment that will have Zelda fans, among others, in rapture.**

90

## LONG-TERM INTEREST

HIGH

6005

**FAMR**

LOW

HOUR DAY WEEK MONTH YEAR



# THE GREAT NES SOCCER COMPARO

As you will know if you are on avid reader of our News pages, the NMS team are dead-set fanatics when it comes to soccer, so we thought that it was about time we took a close look at some of the soccer games that are available for the NES.

It turned out that there weren't all that many of them, so we threw in a couple that have not yet been released in Australia so that we could have a decent comparison and so that we could show off about how many games we've got.

If you're a fan of sports sims, you are probably aware that it has only really been since the Super NES was released that gamers have been able to get their hands on top quality games. This was cruelly reinforced for us when the results came in for our Great NES Soccer Comparo. They do not make happy reading. That's why we're pleased to announce that the NMS Game Boys indoor soccer team has reformed for another stab at the championship. In the meantime, the orchard sportspeople among you should read on...

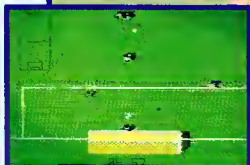
**GOAL TWO**  
PRESENTATION 83  
GRAPHICS 78  
SOUND 50  
LASTABILITY 65  
PLAYABILITY 69  
OVERALL 68

**HYPER SOCCER**  
PRESENTATION 87  
GRAPHICS 68  
SOUND 55  
PLAYABILITY 66  
LASTABILITY 67  
OVERALL 66

## Your At-A-Glance Guide To NES Soccer

**WORLD CUP SOCCER**  
PRESENTATION 55  
GRAPHICS 50  
SOUND 46  
LASTABILITY 57  
PLAYABILITY 49  
OVERALL 49

**KICK OFF**  
PRESENTATION 93  
GRAPHICS 49  
SOUND 33  
LASTABILITY 39  
PLAYABILITY 33  
OVERALL 36



# HYPER SOCCER



**PRICE:**  
\$79.95 approx  
**BY:**  
KONAMI  
**RELEASE:**  
OUT NOW  
**MEG:** 4



▲ Does this look like a team that knows which way the ball is going?



▲ The sprites are nicely detailed but suffer from annoying blur at crucial moments.

## COMMENT



**ROB**

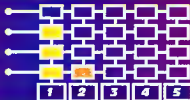
Basic rules and basic gameplay. There is nothing impressive about this soccer sim. The sprites flicker and movement is jerky which can leave you confused in bunched play. The players wonder all over the place and set-piece kicks take forever to get going. The two player option is about the only way you will get any satisfaction at all, though, personally, I would rather go down to the park and have a kick.



## SETTING PARAMETERS

Spread your bonus points among the parameters to get the most from your team. Earn extra bonus points for good play and, of course, winning and you can build up your defensive skills, or choose to improve your ball-handling techniques. Whatever you do, don't rely on the Luck option. I mean, what are the chances of finding a four-leaf clover in the middle of a soccer field!

**STRATEGY**  
**ACTION**  
**CHALLENGE**  
**REFLEXES**



## RATINGS

### PRESENTATION

All's well before the game starts.

**87**

### GRAPHICS

There's a great big green field. Blam, with some sprite flicking which can disrupt play.

**68**

### SOUND

You can choose between two tunes or turn it off. Slow and boring.

**55**

### PLAYABILITY

Game logic seems to be out of whack, with team members over where they should be.

**66**

### LASTABILITY

You can have some fun on two player mode. Becomes too easy after a while.

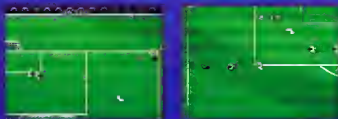
**67**

### OVERALL

A poor soccer sim that lacks everything that makes the actual game great.

**66**

# WORLD CUP SOCCER



## COMMENT



**ROB**

direction changes quickly. It's OK, I guess, if you have really low standards.

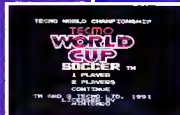
World Cup Soccer is not the worst NES soccer game on the market, but it does lack on options screen which would make this sim a great deal better, and it takes a little time to get the hang of where your players are when passing or when

**IT'S A DRAW!**  
If the score is tied when the game is over, a penalty kick shoot out decides the result of the match. Just the goalkeeper and you. If neither side scores from their first five shots, the game then goes to a sudden death shoot-out where the first side to score after both players have had one shot each is the winner.



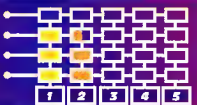
▲ All these exciting pics make me want to have a snooze... just like the game.

▲ I know about you, but I can't tell which of these amorphous blobs is actually on my team!



**PRICE:**  
\$79.95 approx  
**BV:**  
TECMO  
**RELEASE:**  
OUT NOW  
**MEG:** 4

**STRATEGY**  
**ACTION**  
**CHALLENGE**  
**REFLEXES**



## RATINGS

### PRESENTATION

▲ Some good screens apart from the actual game screens.

**55**

### GRAPHICS

▲ Some screen flicker, but it doesn't interfere with the game.

**50**

### SOUND

▲ A real tune that helps to enhance the game, plus some nice special effects.

**46**

### PLAYABILITY

▲ Some neat kicks and set plays help keep your interest.  
▲ It's hard to move or find players when changing from offence to defence.

**49**

### LASTABILITY

▲ Has been known to arouse feelings of competitiveness.

**57**

### OVERALL

Yet another soccer sim that just doesn't make the grade. World Cup Soccer lacks any of the excitement of the real thing.

**49**



## AUGUST '93

# GOAL TWO



**PRICE:**  
TBA  
**BY:**  
JALECO  
**RELEASE:**  
TBA  
**MEG: 2**



The presentation of Goal Two is excellent with well thought-out interval screens and close-ups that break-up the monotony of looking at a bit of turf.



Stick the ball up into the heavens and you are treated to a bird's-eye view of the field.



Unlike the overhead view games, you can actually tell which players are on what team!



There are rarely more than two players from the same team on the screen at any one time, the exception is when the greedy buggers are swarming around the goalmouth.

## COMMENT



**TONY**

Why is it so hard for software companies to come up with a decent soccer game? Aaaaargh!

The graphics on Goal Two are great - no flicker or odd movements here - and the frustration levels are considerably lower than on the other NES

soccer titles. The gameplay is smooth and easy to control, though the team overall rarely acts as you would like.

This second NES effort from Jaleco is a huge improvement on the first, but still has a long way to go before being great. Still, it's the best of a bad bunch.

## STRATEGY

### ACTION

### CHALLENGE

### REFLEXES



## RATINGS

### PRESENTATION

✓ Nice graphic touches dress-up the standard game format.

### GRAPHICS

✓ Good, clear screens with a variety beyond the normal green playing field.

### SOUND

✓ The inoffensive music has an on/off switch.  
✗ No variety and poor effects.

### PLAYABILITY

✓ The controls are straightforward and logical.  
✗ Mastering individual players takes time.

### LASTABILITY

✓ Once you have learned to change your men around, the game becomes quite enjoyable.

### OVERALL

A huge improvement over Jaleco's first attempt at soccer that can be enjoyable though, ultimately, frustrating.



# REVIEW

SUPER NES

1  
PLAYER

8  
MEG

SHT  
GAME



PRICE: \$119.95  
approx  
BY: ACTIVISION  
RELEASE:  
SEPTEMBER

## CONTROL

JOYPAD

## GAME DIFFICULTY

EASY/MEDIUM

## CONTINUES

NONE

## SKILL LEVELS

ONE

## RESPONSIVENESS

GOOD

## 1ST DAY SCORE

ONE AGENT DEAD

## ORIGIN

MechWarrior is a conversion of the PC game based on the awesome multi-player coin-op, in itself based on the popular RPG board game!

For the purpose of this game at least, your name is Herros and you're a man with a deadly mission. Ten years ago, the renegade cartel of mercenaries - the Dark Wing Lance - launched a devastating attack on a colony which killed your entire family including your annoying cousins - so maybe it isn't all bad.

However, the experience has turned you into a psychotic, deranged madman, justifying unthinking carnage in the name of vengeance (as you do). To that end, you've spent the last ten years turning yourself into a Mechwarrior - a rampaging gladiator who depends on fifty-foot robots to kick the cock out of anyone who asks you "outside".

Now you're at the height of your powers and you decide to chase up the Dark Wing Lance and shoot them to death (after thinking them for ten years free of annoying cousins).

However, you've got to find them first. So you

become a mercenary, taking on contracts to pay for your Mech whilst tracking down information on the Dark Wing Lance.

This generally boils down to choosing a mission, entering the battle area and blasting the hell out of enemy Mechs. With them all out of the way, you get loads of cash. Spend that cash on improving your Mech - or even buying a new one! Then return to the battle area and repeat the process, happy in the knowledge that you're one step nearer to annihilating the menace that is the Dark Wing Lance. Hurrah.



ME



Awake! It's a copy of Tom and Jerry!



Worse things happen at sea for the MechWarrior.



## MISSION CONTROL

So you fancy taking the controls - not to mention kicking into mission eh? Well, go to GHQ and choose a contract. If you're not happy with the cash being offered, barter for your services and (hopefully) squeeze some more cash out of your prospective employers. Mission Control is also the place to be if you want to save your game.



The scanner tells you before your eyes can.



Mission 1 - assault on Ford Dagenham



# MECH WARRIORS



The jets are off.



▲ At this distance this enemy Mech is scrap metal.



▲ The temperature's risen, it isn't surprising (© M. Monroe)



## MECH CENTRAL

When you want to customise, repair or even sell your Mech, it's time to take the lost train to Mech central. Owing to slight differences in the combat missions, it is wise to alter your Mech configuration every mission (unless you're hard like us and worked out the ultimate set-up). Weapons on offer include missiles (short, medium and long-range with optional homing circuitry), lasers (small, medium or large) and particle cannons (the ultimate bolt-on blaster!)



## COMMENT

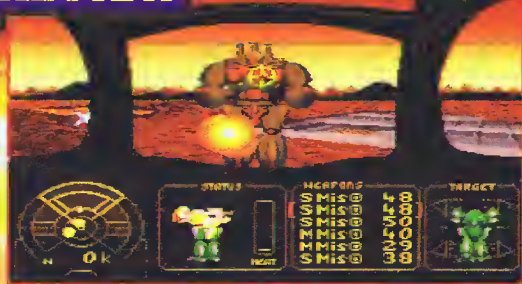


### GUS

Mechwarrior came as a bit of a surprise, not being hyped to any degree, but even the first appearances make it out to be something special. The graphical effects are very impressive, though blocky, which is the price to be paid for speed and smoothness. They are probably the best that can be created using the DPS chip (as used in Pilotwings). I liked the way the game split nicely into a strategy and action section, with the sub-plot of finding the renegade gang using clues and contacts at the base. All the purchasing and customising of Mechs gives Mechwarrior a real sense of atmosphere beyond the arcade gameplay. However, it has some major flaws. The battle sequences themselves are usually pretty short. Victory is either swift and decisive, or suddenly you're a heap of junk. The playing areas are quite small, so tactics are limited, and even weak missiles have too much strategic advantage over the most powerful lasers. Having said that, I'm not such a game pro as Rich, so I found the game's difficulty level rising quite fast. Coupled with the range of objectives: searching, protecting, scavenging etc, the substantial challenge makes Mechwarrior one of the best games I've seen this month. The idea of an improved sequel, maybe using Super FX is even more appealing.



▲ We're walking in the air... with our 20 ton thrust mech booters.



## THE HEAT IS ON

Of course, all of these engines, lasers, jets and missiles are enough to cause your Mech to overheat if you're not careful. If you let this occur, your Mech shuts down - leaving you to the (not so) tender mercies of the enemy! The best tip is fire only when you need to, lay off the jump jets and jump into the nearest lake/ocean if you're getting a bit hot under the collar.



▲ The engines can't take it, sir. Cool it.



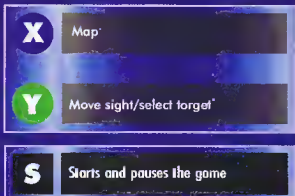
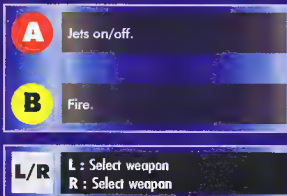
▲ This spooky New Romantic type is you!



▲ The impressive vista of the home world.

### How To Control

The controls are straightforward enough. Quite simply, the movement of the individual players around the ice reflect the up, down, left and right movements on the D-pad...



### How To Play

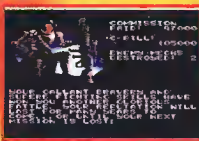
Choose your mission and take your Mech into the fray - the basic object to blow up every other Mech in the game area. Earn money and customise your killing machine!

## COMMENT



### RICH

At first I was stunned by this game. The graphics and sound are truly superb, and the game literally drips atmosphere, owing to the incredible presentation. I was taken in by the gameplay too which is, at first, fast and exciting. I was bowled over by the range of weaponry and all the different Mechs you could buy. But then, a couple of days later, I suddenly lost interest. I had bought the best Mech and was wiping the floor with the opposition. What's more, by then I'd really grown bored of the lack of variety in the missions and the prospect of repeating the same strategies and tactics again for the thousandth time was enough to make me turn off the game and pursue something more interesting. What's also added is the fact that if you strip off all the lasers on your first Mech and buy short range homing missiles, you're just about unbeatable for around 20 missions! Dah! With a bit more variety and more thought in the gameplay, this could've been something exceptional, as it is, it's what we in the office call an "almost nearly but not quite" game.



▲ Success. Keep knocking at my door



▲ This tasty dick with the big weapon is a friendly agent.



To chase up leads on the renegade mercenaries who butchered your family, check out the confino. The bartender, or one of the boozers may have some information. Make it a regular stop-over and patrons may offer you contracts, or just conversation

**MECH WALESA**

The Mech you start the game with. This machine is obviously limited in the weaponry you can attach, owing to the lack of arms. On the plus side, it's a good deal faster than the bigger Mechs.

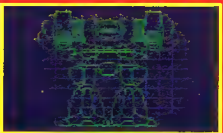
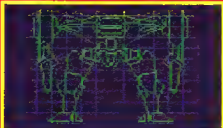
This has all the speed advantages Light Mech, but has a reinforced body structure, better legs and (best of all) arms! This means you get speed and decent weaponry! Shame about the armour though...

The Medium Mech is a good deal larger and taller than its predecessors and has a greater scope for customisation, but overall, it's far too similar to the Light Mech Plus and not worth the extra cash.

This massive Mech has truly superb armour, meaning that it can take quite some punishment. It comes with two particle cannons - extreme range, highly powerful weapons. Well worth investing in.

These babies were designed to pack the ultimate in armour and firepower. The only problem is, can you put up with repair bills of 300,000 C-bills every mission? Can you even get the necessary 2,432,000 C-bills necessary to buy it

**MECH WALESA**



## RATINGS

## STRATEGY

**ACTION**

## CHALLENGE

## REFLEXES

**1 2 3 4 5**

## ► BREAKDOWN

## PRESENTATION

▲ A great intro kicks off the game, and this high standard of presentation continues through the entire game. Some of the static screens are excellent.

88

## GRAPHICS

▲ The sprites and backgrounds are superb, and the animation is equally good. The iron-driven between-battle sequences are graphically excellent as well.

87

**SOUND**

The game is blessed with a large range of thunderous sound effects and some pleasing movie soundtrack-style backing music.

90

## PLAYABILITY

The urge to complete missions and customise your Mech extremely strong...  
But it must be said that the missions get repetitive after a while.

85

## LASTABILITY

- There are literally hundreds of missions to complete as you track down the enemy agents.
- The lack of variety in the actual combat does put you off after a while.

79

## OVERALL

An "almost nearly but not quite" game, Mechwarrior has awesome graphics, great sound, and decent playability. Unfortunately, however, it is let down by a severe lack of variety.

81



# REVIEW

SUPER NES

2  
PLAYER

8  
MEG

SPT  
GAME



**PRICE: \$119.95**  
**approx**  
**BY: UBI SOFT**  
**RELEASE:**  
**AUGUST**

## CONTROL

1 OR 2 JOYPADS

## GAME DIFFICULTY

MEDIUM

## CONTINUES

PASSWORD

## SKILL LEVELS

3

## RESPONSIVENESS

GOOD

## 1ST DAY SCORE

WORLD RANKING 10

## ORIGIN

Pro Tennis Tour is licensed around the crumbly famous tennis star Jimmy Connors. The viewpoint and gameplay resemble Super Tennis quite closely.



# JIMMY

## PRO TENNIS TOUR

**B**illie Jean King, Arthur Ashe, Virginia Wade and Ilie Nastase. Most of these names probably mean little to you. They were all, believe it or not, tennis stars of the 70s. Now, while you may well doubt whether they could run after the ball without tripping over their flares, they were all pretty skillful at the game of bat and ball (apart from 'Ginny' who was sort of spawny in 1977).

And? Well most have long since taken

the spare balls out their trouser pockets and retired to sunnier climes, apart from the old dog Jimmy Connors - a veteran of inveterate prapartians, a veritable Gary Glitter of world tennis. Now he is ready to give you the benefit of his numerous come-backs by taking you on his Pro Tennis Tour, a whirlwind worldwide tournament - and that includes the polar regions! Happily, you're spared the press conferences, and all that tiresome real prize-money.



## HOLD YOUR FIRE

Every tournament player has a world ranking. Rank is based on points, and points are gained by winning an event, or reaching later rounds. Big events, called 'Grand Slam' tournaments earn you the most points, but more players are attracted to enter these, so you'll probably have to play more rounds to succeed.

## How To Control

A wealth of multiplay options. Singles games with one or two-players, or Doubles where human players may oppose each other or work on the same team against computer-controlled players

**A**

LIGHT VOLLEY

**X**

LOB

**B**

TOPSPIN VOLLEY

**Y**

DROPSHOT

**L/R**

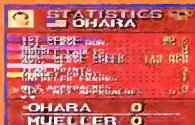
**L BUTTON :** PASSING SHOT  
**R BUTTON :** PASSING SHOT

**S**

NO FUNCTION

## How To Play

The main screen shows a farced perspective tennis court. Face your appanent to hit the ball out of the court or let it bounce twice - general Tennis rules, really. Play individual matches or take part in an angaing world tournament.



▲ Pick a coach, any coach.

Starts U-Like, served up with side salad.

▲ Look at the finish on those options menu. Dough!



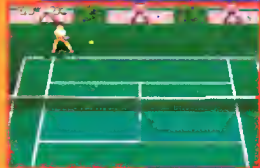
# CONNORS



1



The early Osaka with the low ball serves with the early Osaka tourney.



Grozing your knees on a shot that is just one of those tennis trials.



3



4



5



See how win in Japan, Abba bit of that.

## NET WORTH

The full range of shots on Jimmy Connors allows you to experiment with tennis tactics — at the net and from the baseline. Here's a quick guide to using your shots:

### 1 LIGHT VOLLEY

The standard return shot for baseline play, to return balls when under pressure.

### 2 TOPSPIN VOLLEY

A hard shot which forces a strong pace and keeps your opponent away from the net.

### 3 LOB

A slow, high shot which should pass over a net player's head. It's possible to smash these back,

though.

### 5 DROPSHOT

Best used of the net, this light shot fades quickly and forces your opponent to the net.

### 6 PASSING SHOT

This strong, low volley is designed to wrong foot your opponent and power the ball past them.

The best tennis tactics involve forcing your way to the net and returning shots on the volley (without bouncing). The net offers more control over play, but you have to win the shot quickly to avoid being passed.

## COMMENT



STEVE

The early pre-production version of Pro Tennis Tour I saw several months ago promised a fast-moving and realistic simulation. The final version, though, seems to suffer from poor, aging Jimmy's tired legs, and plays of too sedate a pace to be really interesting. Full marks go to UBI Soft for trying to add a little variety to the tennis game — especially the serving system which I think works extremely well — but the addition of rather pointless ideas such as snowy and desert surfaces fails to cover over the rather dull on-court action. Whilst every effort has been made to make Pro Tennis as realistic as possible, play is fiddly and the control system is often frustrating and annoying during the heat of a rally. Although by no means awful, the likes of Super Tennis and David Crane's Amazing Tennis still make Jimmy Connors' Pro Tennis Tour an utterly tedious game, leaving UBI Soft's effort second place.

## AT YOUR SERVICE

The serving function is different to other Super NES tennis games. Serving is controlled with either A, B or X. B is the easiest to use, but produces the slowest ball. By holding the button down a cursor appears in your apparatus's half. Use the joystick to move this to the desired position, and release the button, which hits the ball. It's not as easy as it sounds, especially with the A and X buttons, when the marker resists your movements strangely.

## RANK TO YOUR HEART'S CONTENT

Another play feature of Jimmy Connors is the variation in play speed. When a button is held, the backswing for the shot is taken. The shot won't be played until the button is released. The longer the button is held, the harder and faster the shot is played. However, while the button is being held a player can't move. So you must get into position before planning a big return.





▲ Chill out by playing on ice.

## PERSONAL TRAINER

A novel feature of the Pro Tennis Tour is the tutorial option provided on the title screen. The five available trainers fire balls across the court for you to practice with, giving you snippets of wisdom at the same time. The trainer's advice spans elementary shots and also more advanced tactics.

## SURFACE TENSION

There are six playing surfaces on offer for exhibition matches, each having different play characteristics. The first four are fairly standard, internationally recognised grounds — hard, grass, clay and indoor. Hard and indoor are artificial and concrete-based, giving high bounce and suiting back-court play. Grass is a fast surface, because the ball hardly bounces and most shots need to be played on the volley. Clay is a slow surface, because the softness of the surface reduces the ball's speed. The last options are snow and desert!



## GUS

**COMMENT**  
Yet another tennis outing on the Super NES, and at least this tries to be innovative with some of the play techniques. Frankly, this is the sort of game you need one good version of, and then don't have to look at another, and Super Tennis already has a well-deserved reputation. Pro Tennis Tour looks much the same as Super Tennis on court, with slightly better graphics. It also tries to provide even more play options and shots, with the doubles games, trainers and expanded tournament option. Generally the presentation is excellent, with some digitised pics and Mode 7 scaling. However, it is on the court where the game counts most, and here Pro Tennis Tour lets itself down a bit. It plays slower than Super Tennis and the strange ball movement makes play often unpredictable and frustrating. The ball can literally float across the net, then power back on the return in a very unrealistic way. Gops between points are also annoying. It's not a bad game, and merits consideration, but I'd say it's 6-4, 6-3 to Super Tennis.

## RIO, PARIS, KATMANDU, MERTON...

When you're tired of knocking balls in your own back yard, take Jimmy's hand and fly, fly across the globe to events in exotic locations. The tournament spans all twelve months of the year, with a short break for summer hals midway. You must apt to play a tournament each month, by moving the tennis ball marker around the globe. The number of rounds for each event depends on the number of other players entering. Quarter and Semi finals start as best of three sets, finals become five set contests.

## COMMENT

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## SELECT TOURNAMENT



▲ The world's your piece of dodgy seafood.



FRENCH OPEN (CLAY - PARIS) 100 POINTS



## PRESENTATION

- ▲ Lots of touches, including a five trainer tutorial, scaling global maps and a vital password option.
- ▼ The gaps between points slows down the game a little.

87

## GRAPHICS

- ▲ Good animation on the players, and nice colours used on court surfaces. A decently drawn crowd for cues.
- ▼ Some ugly touches, though minor - like the service spot markers.

75

## SOUND

- ▲ A full range of speech from the engine, and some nicely music.
- ▼ The speech is slow and the sound FX of the ball hitting the racket are all wrong.

78

## PLAYABILITY

- ▲ It's quite easy to hit the ball, and serve, and the range of shots allows breadth of play.
- ▼ The strange changes in speed make the game a chore at times.

80

## LASTABILITY

- ▲ The tournament option offers a massive challenge. The doubles and two-player options increase the lasting value.
- ▼ It loses it's appeal for dull merchants who want a faster, less tactical tennis game.

76

## OVERALL

An average to good sports sim, that suffers from some peculiar aspects of play and doesn't match Super Tennis, the game it imitates.

79





# GOIN' COURTIN'

**SUPER  
TENNIS  
BY: NINTENDO  
PRICE:  
\$99.00**



**JIMMY  
CONNORS'  
PRO TENNIS  
BY: UBI SOFT  
PRICE:  
\$119.95 approx.**



**AMAZING  
TENNIS  
BY:  
ACTIVISION  
PRICE:  
\$99.00 approx.**



Now with three major tennis games on the Super NES, each commendable in their own ways, it's about time they were ushered into the Centre court and had a gentlemanly battle to see who's top of the tennis stakes...

## FIRST SET - PRESENTATION

● **SUPER TENNIS** has quite an impressive array of options, allowing you to play a single match or a large tournament made up of various events. There's a range of surfaces, and a password system that

allows you to return to your position.

● **AMAZING TENNIS** hasn't got a great wealth of play options, and little in the way of fancy presentation. It has fewer players than the other two, and a limited tournament option. Worst of all, there is no way to alter set length. The only

special feature is a replay option at the end of each set.

● **JIMMY CONNORS'** provides the best presentation of the three, with its impressive full length tournament and diversions like the training mode and on-court match. It also has the choice of full or partial control.

## UMPIRE'S DECISION:

Amazing Tennis is definitely inferior, with Jimmy Connors' copying the same lavish features of Super Tennis, only doing them better.

## SECOND SET - GRAPHICS

● **SUPER TENNIS** opts for a cartoony look to its graphics and it works well. The sprites are chunky but crisp and the background colours make playing easier. There are some nice touches like the

speech bubbles and ball boys. The emphasis is on simple but effective graphics.

● **AMAZING TENNIS** has an eye-catching new perspective to its graphics. The action is viewed from just behind the player, rendering the game to be more 3D. The player animation is superb, and the ball

movement is fast and realistic.

● **JIMMY CONNORS'** features more realistic on-court graphics than Super Tennis, but adopts the same viewpoint. Player animation is good, but the speed of the ball is strange and unrealistic. The front end of the game features some nice graphics.

## UMPIRE'S DECISION:

Amazing Tennis has the most eye-catching graphics, but Jimmy Connors' looks more polished overall. Super Tennis looks less stunning than it once did.

## THIRD SET - SHOTS

● **SUPER TENNIS** has four shots, using the four colour buttons. It is easy enough to master both services, and the joystick allows you infinite ways of placing service. The top two buttons add spin to some

shots. The only niggle is the lob, which often goes too far.

● **AMAZING TENNIS** offers the same four shots and two services, but the hard service is much harder to master than Super Tennis. The lob is less likely to go out, but the drop shot has to be played too close to the net. It is also very hard

to smash.

● **JIMMY CONNORS'** uses all six joystick buttons. The player seems to use these more accurately than the other two games, apart from the passing shot, which often goes long or hits the net. The service method is totally new, making every service a challenge.

## UMPIRE'S DECISION:

Jimmy Connors' offers more tactical play with its greater range of shots, but Amazing Tennis, and most all Super Tennis offer better action.

## FINAL SET - PLAYABILITY

● **SUPER TENNIS** is a great game to play, due to the minimal fuss and tons of action. Many of the computer players are quite tough, and the pace is always fast. Super Tennis is a reflex-orientated sports

game, with that mysterious quality that belongs to classic games only.

● **AMAZING TENNIS** has a lot of novelty value, but also offers a mean game of tennis. The view makes it hard to pick up, but you get a lot of satisfaction playing a tough ball down the line. There is a strong sense of realism here, which

may attract 'serious' tennis fans.

● **JIMMY CONNORS'** is a slower-paced game than the other two, and that may cost it some fans. There is an attraction in being able to control the ball so much, but too many slow returns makes you impatient. Satisfying to get to grips with, but gives no adrenalin rush.

## UMPIRE'S DECISION:

This is where the game is won and lost, and it still belongs to Super Tennis, despite being around as long as Martina Navratilova. And it's a bargain!

ALLOW 21 DAYS  
FOR DELIVERY

Hate your neighbour? Suffer from spots? Don't know where your cat is? Let Fat Boy solve your problems as he looks into his belly button for the answers to life's BIG questions. Write to Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.

#### Dear Fat Boy,

I was reading your letters in Issue three (NMS, June 1993) and would like to say to Jameson Davis that he is a big FAT idiot!

I've also got some questions for you. What is your favourite game on Game Boy? When do you like playing Game Boy?

Peter Lodkowski

Foresner, Vic.

**Thank you for your kind support - though you really shouldn't go around calling people 'fat'. My fave Game Boy game at the moment is Lemmings. I like playing Game Boy when I'm supposed to be working but nobody can tell because they can't see around my computer! Next time, don't be so personal.**



#### Dear Fat Boy,

Why don't you print pictures of Mario ripping Sonic's head off and stuffing it down a toilet? Those jerks over at Megazone are always printing pictures and letters that slag off Mario, so I think you should do the same thing to Sonic. Also, they took my money for a subscription because I wanted to read about Nintendo (sorry, NMS wasn't around then) and then they stopped printing anything about Nintendo! Rip-off artists!

Anyway, I think that you should have a 'Slog Sonic' corner where people could send in pictures of Mario beating that wussy crud up, and a 'Letter of the Month' prize for the best letter that puts slimy brown stuff on Sonic and Sega.

Mario rules! NMS rules, too!

Richard Garner

Tweed Heads, NSW

**Dear, dear, dear... Firstly, NMS is an organ of serious debate, not a vehicle for the rantings of juvenile delinquents. If other magazines want to fill their pages with crap drawings instead of NEWS, that's their problem. Secondly, who cares what you think?**

#### Dear Fat Boy

I love your magazine and my Nintendo but my mum says that I can only have it set up during the school holidays, which is not that often. What should I do?

Help Needed

Werrisbee, Vic.

**1. Tell your mother that it has been conclusively proven that playing video games is extremely beneficial in developing the sophisticated motor skills (hand/eye co-ordination etc) that are required in today's high-technology environment. Video gaming also teaches logical thought and problem-solving processes as well as engendering a rapport with computer technology that will be of great benefit later in life.**

**2. Play a few two-player games with your mum - she'll be hooked!**

#### Dear Fat Boy,

This time I'm serious. My can-opener can beat yours of Street Fighter II any day. See you in the mirror.

The Happy Herbalist

Wahroonga, NSW

#### Dear Fat Boy

Buckets, buckets, buckets from heaven. This is all I want for my birthday. Cluck, cluck, jibber, jibber, my old man's a mushroom. See you in another time, another place, another life.

Mr Toilet Duck

Wahroonga, NSW

**Friends and relatives of Josh and Ben O'Brien might be interested to know that this is the sort of drivel they waste their time on when they should be doing their homework.**

#### Dear Fat Boy,

I'm writing to you about the preview of Tuff E Nuff where you said it could knock Street Fighter II off its throne - it certainly seems to have the potential. I own Street Fighter II and I think it is the best game ever invented. But, then again, nothing lasts forever. Everyone thought that UN Squadron (which I own) was the best shoot 'em up; then Axeloy came along; and then Starwing came along. So, could I make a suggestion? When a game isn't the best anymore, its overall rating should be downgraded.

A game's level of fun and lostability is all up to the individual, but people like me buy this sort of mag to make sure that what we are doing is right. I think the NMS reviewers do an excellent job; after all, if I didn't trust the reviewers, I wouldn't buy the mag.

But, on the other hand, I think you were a bit generous by giving Super Mario World 98%. The game itself is excellent, but once you have done all there is to do, it deteriorates on a large scale.

Brett Hailes

Aelaide, SA



**Sad news about Tuff E Nuff. It looks like Australia won't be seeing this excellent game at all. Mottal has indicated that it will wait for the release of Street Fighter II Turbo before launching another high profile beat 'em up in Australia.**

**Brett, I have to admit that your suggestion about varying the rating does have some merit, but it won't be implemented because: 1) It would be a nightmare having to constantly go back and re-evaluate games, and 2) if ratings are constantly re-adjusted, they won't have any valid basis (a bit like unemployment figures). No, while giving a one-off rating may not be 100% accurate over time, it is still the most accurate measure of anything, over time.**

**Phew, all this seriousness is really taking it out of me, so all I'm going to say about Super Mario World is 'Don't you like having FUN?'**

#### Hey Fat Boy,

We have kidnapped your brain. We want \$2,000 in ransom. We are not really knife-wielding murderers, we just need a brain.

Brian & Jack

Middleton, NSW

**You can say that again!**





## READER SYSTEM

**Q** 1. Is the UK PAL version Super NES the same as our PAL version?

2. Will we ever be able to get imports like the UK does and play with a converter?

3. I can only get through half of Saltaise (NES). Are there any tricks that can get me extra lives?

-Tarrant Kunman  
Burnett Heads, Qld.

**A** 1. There is a slight difference in the Hz frequency.

2. You already can get imports through selected shops, and yes, you can play them with a converter. But, as we have said several times now, there is a danger of damaging your console if you use a converter.

3. Have a look at the NHS pages; you might be in luck.

**Q** How do I get my Super NES going stereo? Can I do it through a sound system or do I need a stereo TV?

-Barclay Smith  
Wahroonga, NSW

**A** There are two ways to get stereo sound out of your Super Nintendo. Firstly, you can plug it into a stereo TV or hi-fi with the AV cable sold separately and crank up the volume. Secondly, you can plug into the antenna socket of your VCR. You then have to plug the audio output of the VCR into the hi-fi system. If you have a stereo VCR, you get stereo sound. If you have a mono VCR, you get a hugely enhanced mono sound - either way, you win!

**Q** What does the Nintendo Seal of Quality mean?

-Keith Jackson  
Marrickville, NSW

**A** What, that little gold thingy? It proves that whatever you are buying has been produced by an official third party licensee of Nintendo, and has been subject to rigorous testing.

**Q** 1. Will Equinox, Bubsy, Ultima, False Prophet and Dungeon Master ever be released in Australia?

2. A CD can hold 540 megabytes - will the Nintendo CD use all of that storage capacity and, if so, why is it only 32-bit? If not, how much capacity will it use?

3. How will the Nintendo CD be better than the Sego one in terms of game size, graphics, capabilities, etc?

4. How about including release dates in the game index?

5. Is it cheaper to import games from the UK?

-Scott Nelson  
Somewhere in Australia.

**A** 1. No. Yes; didn't you get last month's issue? No. No. No.

2. It depends on the game.

3. On paper, the Nintendo CD is superior. Check out the News Network this month for more information.

4. We give Australian release dates with our reviews. It is impossible to do that with the Game Index because it covers all international releases and the actual on-sale date for games varies from country to country.

5. Na. There is a hefty import duty.

**Q** Hi, I'm stuck! I can't get Ken or Ryu's dragon punch to work. I've read three different mags and they all tell me to do it differently. So how do the pros do it?

-Victor Moreno,  
Tamul NSW

**A** Mastering the dragon punch takes time and lots of practice. Try moving forward, then quickly press down and roll the control pad forward to a dawn-forward position; at the same time you do this, hit any punch button. Good luck.

Can't tell your megas from your bits? Do you suspect that you have been the butt of a practical joke? Or do you believe in the calaur Game Boy? Send us your queries and the NMS team will calmly answer them with a nice cup of tea and a little drink. Write to Q&A, NINTENDO MAGAZINE, PO BOX A305, SYDNEY SOUTH, NSW 1540.



**Q** I love your mag. It's soooo good - the best mag ever! Anyway, my question is, who are the NMS crew's favourite characters on Street Fighter II and why? Mine is Chun Li because she wears blue underpants and you get to see them.

-The Mad Banker  
Somewhere in Australia.

**A** Mucho red faces around the office when I asked your question. It seems that most agree with you, except for Gerry, of course, who likes Chun Li for her thighs.



**Q** Is NBA Jam coming out on the Super NES or will we have to wait until the Super CD comes out?

-Craig Heath  
Corrum, Vic.

**A** Yes, and on Game Boy, too. Acclaim is the guilty party, though no release date for Australia is scheduled yet, but we'll be sure to let you know as soon as we hear anything.

**Q** I have cracked every game that I have played on the Super NES I have cracked very easily (Street Fighter II, Super Mario World, Addams Family, Super Ghouls 'N' Ghosts). What is a good game which is very hard to crack?

- Richard Katris  
Mt Gambler, SA

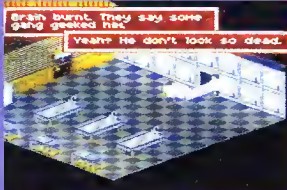
**A** Try Spindizzy Worlds, Addams Family - Pugsley's Scavenger Hunt, Prince of Persia and Shadowrun.

**Q** Please answer these questions that I have provided for thee.

1. What kind of maniters and TV sets can you use with the Super NES?
2. Will you be able to buy the mouse separately from Maria Paint?
3. Can you make a full report on the developments and hardware of the Super CD?

The one in need of answers,  
Somewhere in Australia

**A** 1. Any TV set you buy in Australia will work with a Pal version SNES (see the SNES instruction booklet). An RGB-type monitor, such as the Commodore 1084, is the easiest monitor to connect to a Super Nintendo, although you will need a custom-made cable with either a 21-pin scart or 9-pin D connector, depending on the monitor input.  
2. Not at the moment.  
3. See our Nintendo News Network for the latest.



**Q** 1. Is Super Mario Kart coming out on the NES?  
2. Is there a converter that allows SNES games to be played on a NES?

- Jason Clendenning,  
Canberra, ACT

**A** 1. Na.  
2. Dream on...

**Q** Can you recomend a good shoot 'em up game for the NES?

- Kamis Hall, Lost

**A** Try Smash TV for an intense blasting marathon.

**Q** I was wondering if Lemmings is coming when?

- Matt Rule,  
Kilmiscott, Old

**A** Sad news Matt, and everyone else who asks this information. Metro has no plans to release the puzzle game on the NES (boo! hiss!), although the SNES and Game Boy.

**Q** I have recently purchased Super Star Wars and, as your review stated, it is a carker of a game. Can you inform me of any plans to release Empire Strikes Back and Return of the Jedi on the Super NES? Congratulations on such a superb magazine.

- Mark Browne, Old

**A** Like you, all of us here at NMS are eagerly awaiting the next video game instalment of this classic sci-fi saga. Na news as to when these games will be released, either here or abroad. Until then you can satisfy your cravings for all things Star Warsy with a new book trilogy, set not long after the end of Return of the Jedi. Better yet, George Lucas is working on another three Star Wars films, this time set as preludes to the original three. Yippee-doo!

**Q** 1. Why don't you review any Sega games in your magazine?

2. Why is Mario so fat? He always seems to be running off and eating mushrooms (high in protein).
3. Are Mario and Luigi really Cheech and Chong in disguise?

- Yoshi  
Warragamba, NSW

**A** 1. Oh ha, ha, ha...

2. As you have pointed out, mushrooms are very good for you, so I wouldn't begin criticising one of the few chaps who maintains a high dietary standard.
3. Na, Cheech is busy guest-starring in a crap American sit-com.

**Q** I've read a lot in the newspapers about censorship of video games because Sega has made a parnagrophic videoa game. Is this going to affect home video games, too? And if it does, how will it be enforced?

- Worried  
Albury, NSW

**A** That's a curly question because the whole issue has not been resolved by the authorities yet. Sega has announced that, as a result of the outcry that it has provoked, the game that you are talking about will not be made available in Australia and that it will introduce a voluntary rating system for its games. However, as there is no system in place to enforce ratings of any kind, this will be utterly useless.

As far as Nintendo is concerned, the quality of the games released in Australia is already strictly monitored and there is no point setting up a futile, unenforceable, rating system unless it is overseen by a national industry watchdog.

Of course, there wouldn't be a problem at all if games like that weren't designed in the first place.

**Q** Just three questions.

1. Is WWF 2 coming to Australia? If so, when?
2. Will Laser Beam's cricket and footy games be converted to the SNES?
3. Is Asterix (the arcade version) going to be released on the SNES?

- Trent Scott,  
Bullecreek, WA

**A** 1. Yes. It's a Royal Rumble game, it's a right laugh and it's out now.

2. Yes, but not all at once. Cricket is due out in November but Aussie Rules Footy is on hold while Laser Beam concentrates on a two-in-one footy game of Rugby Union and League.
3. Infogrames is doing games for both SNES and Game Boy, but no news as to whether or not these are conversions of the arcade game.

**Q** Yal When is the Game Genie for the Super NES coming out in Australia?

- Chubby,  
Noble Park, Vic

**A** It's out now, homeboy.



## TIPS TACTICS

Well, whaddaya know? Appeals to public-spirited readers actually work! There has been a small flood of tips coming in to NHS, so we've picked out the best and published them here, along with our own spiffing tips for Game Boy, NES and Super NES from the talented NMS team. Remember, if you have any cheats that you'd like to share, send 'em in to: **NINTENDO HELP SYSTEM, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.**

## GAME BOY

### MEGAMAN 2

Here's an interesting password.

**A1, A3, A4, B3, C1, C2, C3, D1, D3**

### GARGOYLES QUEST

These aren't just any old passwords, they give your gargyle 9 lives!

Tawn 1: **BIVF-JPDB**

Tawn 2: **8QRC-KE4M**

Tawn 3: **9H65-RATQ**

Tawn 4: **TOHT-KZEQ**

Tawn 5: **SXXS-UBCS**

Tawn 6: **WXXD-UBGR**

### TURRICAN

From Mark Carlin in Bolgart, WA, comes this useful cheat that gives Mr. Turrican invincibility.

On the title screen press

A,B,B,A,B,A,A,B,A,A,B,A,A. The word "CHEAT" will appear to show that you have been successful.

### SUPER MARIO LAND 2

David Fowles, from Wellington Point in Qld, has sent in directions for finding the six

secret zones of Super Mario Land 2 on the back of an old poetry essay.

**Tree Zone:** Near the end of the 2nd level (in the tree trunk) before the big drop. You'll need the rabbit ears to make it.

**Spoco Zone:** A hidden black near the bell in the Moan Zone leads to a trail up and across the screen to the right.

**Mocro Zone:** Level one has a short cut to the boss level. You will need the flower to get access to a pipe in the ceiling.

**Pumpkin Zone:** There are two secret levels here. The first is towards the end of level two. Take the lower path through the water, and go down the drop then through the passage. You must be big Maria in order to break the blocks.

The second secret level is in the ghosthouse. Simply jump and float to the right at the top of the enormous staircase.

**Turtle Zone:** In the level two shipwreck there is a small passage leading off to the left of a long swim upwards. Use small Maria to get through to the secret zone.

### BUBBLE BOBBLE

Every password, from level 1 to 100 - that's what Ben White of Bainsdale Vic sent into us; what enthusiasm! We don't have room to print them all, so here's a choice selection from levels 50 to 100.

50 - IGLF, 55 - DLF, 60 - CGLF, 65 - VLL3, 70 - WGLF, 75 - HLL3, 80 - GGL3, 85 - 3LL3, 90 - 4GL3, 99 - KLLD, 100 - KGLD.



## NES

### STAR WARS

In response to our plea for tips, the environmentally correct A. Hall from Churchill Vic sent his in an 100% recycled paper!

In Old Ben's cave there are two extra lives hidden in a secret room. The hidden room is in the lower left area of the cave and is disguised by an odd coloured wall.

### SIMON'S QUEST

From the sleeves of the mysterious Lam

comes a password that gives you all the weapons you'll ever need to complete this game.

**GQ21T5\* QZXQV3QPQ**

### GHOULS 'N' GOBLINS

A certain Mr. Bret Clark from Epping in NSW has thoughtfully donated a number of NES tips after reading our gripe last issue. The next few tips are his. Wolcha, Bret! To get a level select, the nimble-fingered

should press and hold RIGHT, then pressing B, B, B before releasing RIGHT. Then press UP, B, B, LEFT, B, B, B, DOWN, B, B, B.

### JACKIE CHAN'S ACTION KUNG FU

To get a level select and 99 lives to hack your way through, press UP, UP, DOWN, DOWN, UP, DOWN, B, A, START, B while on the title screen.



## NES

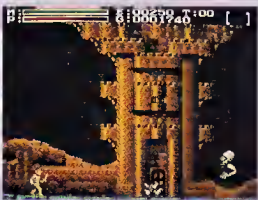
### ASTYANAX

For invincibility, press UP, UP, UP, UP, DOWN, LEFT, RIGHT, UP, START.  
For a level select, press UP, DOWN, LEFT, RIGHT, B, B, B, B, START.

### BATMAN: RETURN OF THE JOKER

Here are the passwords to the first stage of each level.

- 2-1: **MNLL**
- 3-1: **LGZQ**
- 4-1: **GNXF**
- 5-1: **QVGN**
- 6-1: **FFHG**
- 7-1: **GPZT**



### FAXANADU

Enter this mantra and you will find yourself promoted to the rank of Lord - you will have all the best weapons and armour, magic rings will be falling out of your pockets and you will be in the town of Dartmoor. As Glen McGrath of Gld put it, "All you have to do now is kill the Evil One and you'll complete the game."

**AZ??cv?,YQSYzGgKZNO**

### BUCKY O'HARE

Enter these codes to send the bug-eyed bunny wherever you want.

- Green world beat: **SNJZJ**
- Blue world beat: **GPJ13**
- Red world beat: **MrV23**
- Yellow world beat: **MIL14**
- Solange chute: **MRWVL**
- Magna Tanker: **MIL2X**
- Escape: **MRMVX**

### CAPTAIN PLANET

Here are some passwords thoughtfully provided by Master Jason Hobday of Warialda NSW.

- Level 2-1: **9557B3**
- Level 3-1: **14B574**
- Level 4-1: **920272**
- Level 5-1: **344551**

### SOLSTICE

A few people sent this cheat in, but Damian Farnello had the neatest handwriting so he gets the credit. **S** stands for **Start**, and **B** stands for well, um... **B!**

Go to your inventory and press  
**B, S, S, B, B, S, S, B, S, S, S, B, S, B, B, S, S, S, B, S, B, S, S, B, S, B, S, S.** Phew!

### RAD RACER

Also from Damian, who lives by the Werribee river in a marsh named after a wine-drinking Roman God, is a cheat that allows you to choose any course in Rad Racer.

Choose your car, and on the next screen press **B** the appropriate number of times then press **Down, Up, Right**, then **Start**. Now, the appropriate number of times to press **B** is as follows. To get to course two, press **B** once. To reach course three, press **B** twice, and so on, get the idea? He also reckons that if you press **B** 64 times you will get a sore thumb as well as the end of game sequence.

### BURAI FIGHTER

This multi-directional scrolling shooter has seven stages. Grant Carlin of Yarrowong Victoria has sent in all of the passwords.

- Stage 2: **BQLL**
- Stage 3: **CQMP**
- Stage 4: **DTLL**
- Stage 5: **RDRN**
- Stage 6: **FQCR**
- Stage 7: **GQMR**

These passwords are only for the easy Eagle difficulty level, so why don't you namby-pamby send in passwords for the Ace difficulty level?



## SUPER NES

### SUPER MARIO KART

Possibly the most fun two-player game ever invented! To get access to more races, choose 1P time trial or 2P match race and choose your driver. Highlight the **cup** selection (NOT the RACE selection!), and press **L R L R L R A** and the five **Special Cup** races are now available! Here's a sneaky cheat that effectively doubles the number of tracks in the match races! Complete co-operation with the other player is required. Choose any race, and as soon as the race starts, both drivers

make a U-turn and drive the wrong way. You can now race against each other along reversed tracks! You won't be able to finish, and don't expect to break any lap records, but it's an amusing diversion! And last of all, from Cameron Legge, down in Tassie, a way to make your driver a midjet for the entire race! When you select your driver, press X, Y and A simultaneously.

### WWF WRESTLEMANIA

To bring about an early end to the match, wait until your opponent has less than half

energy then go for the pin. As soon as they're down, press **UP** and **Y**, and they won't be able to get up! This trick works against the computer or human opponents, but not in a tag team match or the survivor series.

### JOE & MAC CAVEMAN NINJA

Have you made it to the dinosaur and promptly died? Here is a restart that saves you from having to battle your way back to the reptile, simply **pause** the game and press **SELECT**. Hey presto, you're in the dinosaur again!

# SUPER NES

## DESERT STRIKE

If that scurrilous desert madman is making life too hard for you, simply enter these passwords kindly provided by Michael Mundy of Cheltenham SA, and start on whichever level you like!

Level 2: **KZ22L82**

Level 3: **L38JHMF**

Level 4: **JRKP8MM**

To have tea with George and Barbero Bush on the White House lawn, enter:

**K4W44TB**

## SUPER STAR WARS

Thanks to Mark Browne from Bray Park, Qld, who was the first of many people to have lived up our lives by sending in the following cheat for character selection, level cheat, weapon selection, health boost and invincibility for this astounding game.

Ensure that you have two controllers plugged into the Super NES console. On the title screen, quickly press the following buttons on Controller One: A, A, A, X, B, B, B, B, Y, X, X, X, A, Y, Y, Y, Y, B. A Jawa will growl when you have succeeded.

Now, when you start the game, you will



have a choice of character (Luke, Han or Chewbacca) which can help liven up things up a little. However, now when you start playing the game, you should simultaneously press the L and R buttons on Controller Two to bring up a secret debug screen. This will allow you to choose the game area and stage that you start at, the number of lives that you want, your health rating, and your character and weapon. Once you have made your choices, simply press START to commence the game in the exact configuration that you have chosen.

But that's not all - from now on, if you want to jump ahead to the next level, all you have to do is press START on Controller Two to clear the level that you are currently on and

commence the next level, which is a lovely way to take a sight-seeing tour through the entire game. For those who insist on playing, though, a spot of invincibility may be called for, which, you will be well pleased to note, is very easy to obtain while this cheat is in effect. Simply wait until you are in a side-scrolling level and then press, hold and release the A, B, X, Y and SELECT buttons on Controller Two. Phew!



## HOLE IN ONE

Want to increase the distance of your shots? Of course you do!

Enter your name as **METAL PLAY** with a space, and you will be able to use metal clubs!

## ADDAMS FAMILY

They're creepy. They're kooky. Here are some passwords that are a little spooky. **B&I&B** Entering this code gives you 5 hearts, 80 lives and Granny and Pugsley have been rescued.

**21112** This password sends you off with 5 hearts, 100 lives and a sword, and you won't have to rescue Pugsley.

**3L1ZB** This code, sent in by none other than James Brown of Cambridge Park NSW, gives you the whole loopy family with four hearts each!

## JOHN MADDEN '93

These passwords from David Grgurovic will put you in the finals. Your team is in bold type.

**Madden Greats vs All Madden**

- PTMNFVD

**Buffalo vs Oakland** - GDLFDBFC

**Buffalo vs Houston** - GDGFBBSSB

**Philadelphia vs Green Bay** -

GHMCDBHC

**Philadelphia vs Cincinnati** - GHSCDDDC

## ACTION REPLAY CODES

### SUPER MARIO WORLD

Young Yoshi isn't too keen on entering any of the castles, much preferring to stay outside and pick flowers for Princess. With this Action Replay code, Yoshi will have newfound courage and follow you in to do battle against Bowser's minions.

**7E0D C2C2**

### STREET FIGHTER 2

We're not even going to try and list all the Action Replay codes for Street Fighter 2, so here's a set of four that will give you an interesting game, with super-charged speed, special moves in mid-air for player one and unusually coloured combatants. Try Blanka for player one to see him in evil-looking shadow mode!

**7E0C 6001**

**7E0C B200**

**7E0C 0D42**

**7E0E 0D99**

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Collecting the six golden coins needed to free Mario's beloved from her evil copter requires skill, determination, the coot's 'Save Game' feature and a double dose of NHS! So here are the specialists to steer you through the tricky bits and diagnose the full lowdown of who's what in Super Mario Land II. This month we take you up to Worio, who we'll defeat next issue. Sorry you have to wait, but there's a queue you see...

## GOODIES (GOODY, GOODY, YUM YUM)

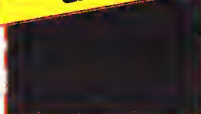
What's a Mario game without power-ups? Not a lot, so thankfully Mario Land II is full to the brim with loads of goodies for our powerful plumber. Here's what you can expect...

### MUSHROOM



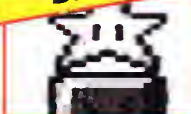
Transforms Mario into his larger 'Super Mario' alter ego.

### CAP



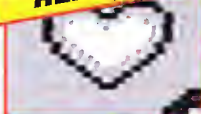
This winged headgear extends Mario's jumps and limited flying.

### STAR



Gives Mario temporary immunity, indicated by a change in the music.

### HEARTS



Gives Mario an extra life - or three if he's extra lucky.

### FLOWER



Endows Mario with the ability to lob fireballs at the oncoming nasties.

### MONEYBAG



Fairly common, these add 50 coins to Mario's ever-bulging pockets.

## SEWER RAT

Three pipes mark the entrance and exit points for the scuttling rodent, and it's a doddle to work out his attack pattern. It's basically the rat scampering across the ground twice, then up the wall before dropping from the ceiling. By keeping



Mario slightly to the right of the screen, jumping on the rat is made easier. However, when it runs past and enters the hole directly behind him, quickly move Mario over to the left-hand side of the screen and wait for it to return. Three jumps or six shots are needed before the rat finally keels over.



## BIRD

As with the rat, working out the bird's attack pattern is simplicity itself. As it swoops in a 'U' shape, time Mario's leaps so that he lands on its head as it reaches its lowest point. After three direct hits, the bird dies and the egg cracks open to reveal the coin.



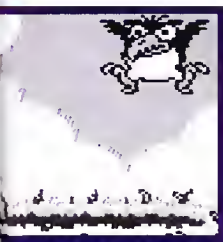
## BOSS 'N' OVER

Awaiting our hero at the end of each stage, these larger creatures guard the six all-important coins. Defeating them takes practice, but everything you need to know is as follows...



## OCTOPUS

As this battle is played under water, Mario retains his useful swimming abilities. Therefore, swim directly above the marauding octopus before dropping down on its head. Repeat this process whilst avoiding straying too close to the tentacled creature, and it soon departs to Davy Jones' locker.



## ALIEN

Armed with a laser and homing bombs, the Alien is deceptively easy to kill. As he moves up and down the right-hand side of the screen, move to the right-hand corner and duck. Any shots fired then whizz safely over Mario's head, and the Alien pauses before moving towards the crouching plumber. However, floating up to the top-left corner allows Mario to drop on the unfortunate extra terrestrial's bounce. Again three hits are needed, so repeat this process on either side of the screen if necessary.



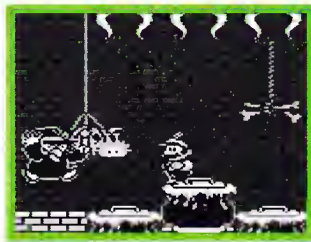
## THREE LITTLE PIGS

Seated within their house of straw, sticks and bricks, these porcine pigs attack one at a time. The first pig simply rolls from side to side, so just time your jumps to land on him as he passes. However, all three pigs speed up slightly when hit, so timing is of the essence. Make the most of Mario's ability to change direction mid-jump to compensate. The next pig jumps from side to side and should be jumped on when he is at his lowest point, whilst the third and final porker follows pretty much the same pattern but stretches slightly between jumps. Again, hit him at his lowest point.



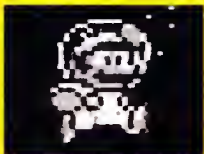
## WITCH

As the witch materialises on either side of the screen, one of the three cooking pots directly below Mario starts to wobble. If so, move away from it immediately as it then shoots into the air - impaling Mario on the spikes above! The Witch herself appears faintly before fully materialising, so use this time to position Mario for a leap. Of all the guardians, the witch is probably the easiest to defeat - so there's no excuse for losing energy here.



## UNDERGROUND, OVERGROUND

In addition to good old shanks' pany, a number of methods of transport are available. Here's a guide to Maria Land II's public transport...



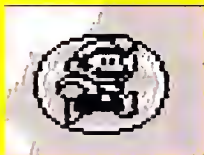
### SPACEWALK

Only available during the Space World (which itself is hidden in the Hippo stage). Donning a space suit and repeatedly pressing the B button sends Mario soaring above the deadly stars that punctuate the level.



### CRANES

These appear in a number of stages and attach themselves to Mario's hat before lifting him across dangerous areas. But why, pray tell, doesn't the hat come off? Super Mario chin-strap, perhaps?



### BUBBLES

On entering the Hippo stage, this is the first thing Mario stumbles across. Exhaled by the Hippo itself, the bubbles encapsulate Mario and allow him to fly across the top of the level - unless it gets popped along the way.



### COGS

Cogs move along chain-like grids, following a limited pattern. On reaching a set point, the cogs disappear from under our Hero's feet, which means Mario should keep moving at all times.



### BEACH BALL

These act in a similar fashion to the racks in the first Maria Land and carry Mario across deadly spiked traps.



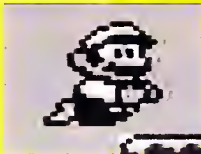
### CONVEYOR BELT

These are marked with arrows detailing which direction they travel. However, conveyor belts often lead to spiked walls - and Mario should run and jump against the 'tide' to avoid being impaled.



### OWLS

Found in the tree levels, the Owls hover to the side of a floating platform, allowing Mario to step on their flat heads. On doing so, the birds then transport him to the nearest platform.



### SWIM

Although walking underwater is possible, it proves very slow. Thus, repeated pressing of the B button prompts him to swim. Any weapons he is carrying are still effective under water, although his fireballs are slowed slightly.



### CLOUDS

Found in the airborne stages, these simply move from left to right, carrying anyone standing on top.



### LIFTS

Lifts move in a circular motion and carry Mario across tricky gops. They are also found close to where the clouds are located.

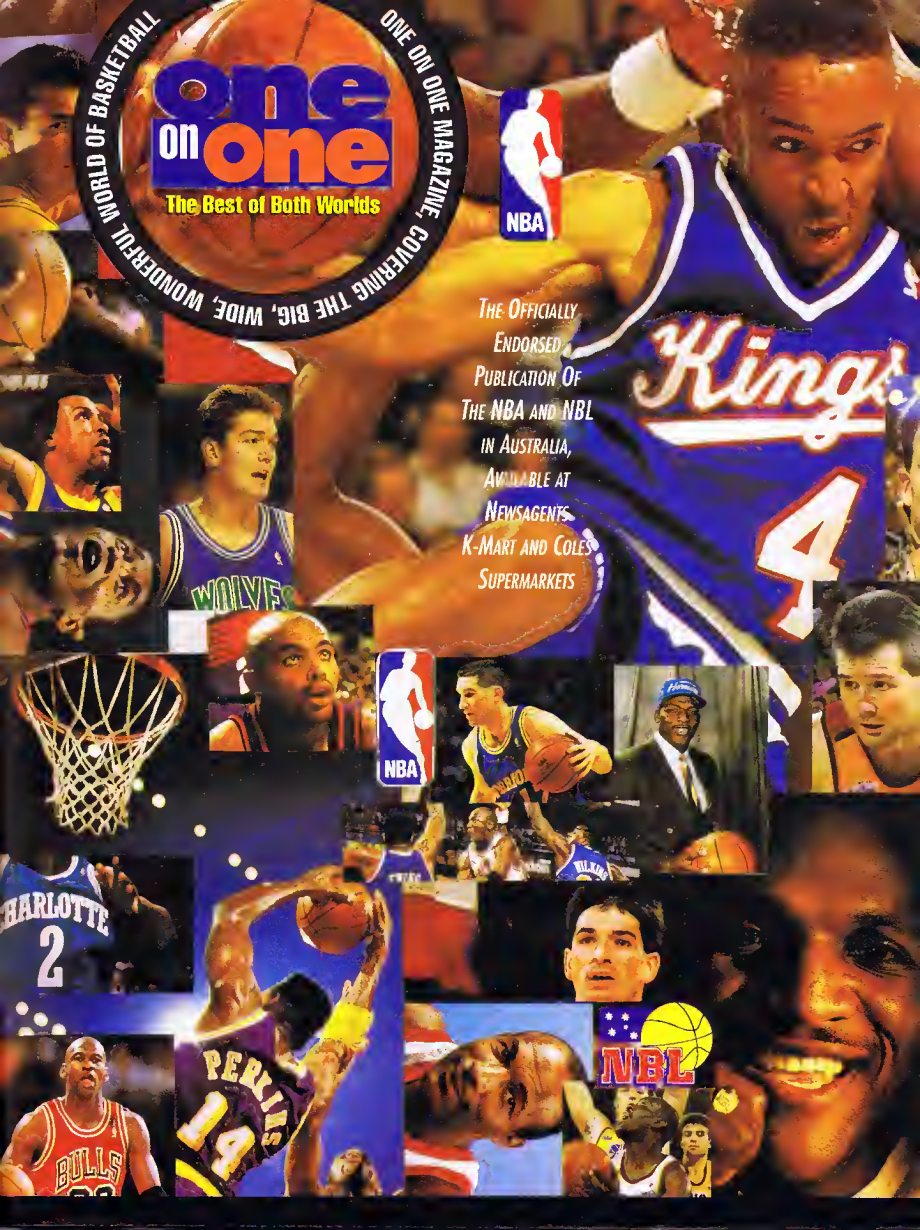
## WOT? STILL NOT HAPPY?

OK, then. The next instalment of this terrific tips special for Super Mario Land 2 can be found in the next issue of the mighty NMS when Andrew will teach you how to doin' Wario's scamp!





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Our guide takes off on what are essentially the basics - with a little decoration of course! It informs players of how the respect of both General Pepper and your dedicated wingmen is earned. We also fly Fox McCloud through the entire first level mission and reveal its secrets. Finally, the first part of our guide lands in style with three of the game's best kept secrets. So, with a brief adjustment to our neckerchiefs, and leaving Slippy to do what the heck he wants with his beads, let us take to the ARWINGS and be off! 'Tally Ho', and all that jive!

## TRAINING

### PRaise FROM THE SEASONED EXPERT

The main aim of the training mode is to impress upon General Pepper that Fox McCloud is a worthy leader of the team. He needs assurance that his ARWING prototypes are in capable paws! Thus, it is Fox's task to successfully fly a clear path through the centre of fifteen rings which Pepper has had erected above the airfield. Pepper's admiration for Fox's worth grows with every five rings pierced. Use of the ARWING's retros to slow down whilst passing through the sixth and eleventh rings makes manoeuvring through the rest much less of a problem.



▲ Keep your Arwing lined up with the outline.

ing from a frog! Ribbit.



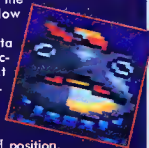
▲ Pepper's revelations should encourage you to proceed to Level One for the 'real thing'!

### 'YOU'RE G-G-GREAT, FOX!! RIBBIT!!'

They're Slippy's words, not ours! Yet the only way of earning such respect from Fox's amphibian-like wingman is by having Fox fly in perfect formation with the rest of his team. As soon as Fox's buddies fly overhead engage the ARWING's boosters to join the happy throng, then follow this pattern:

Fly the ARWING: Hard to the left then wait two seconds; hard to the right then wait two seconds. Left a little, then right a little. Pull up for about four seconds then dive back down to the original position. Now roll onto the left wing then straightaway onto the right. Barrel-roll (hit the roll button twice) on the left wing. Then fly to the left a touch now, followed by hard right whilst executing a barrel roll on the right wing. Wait for two seconds then do the same to the left. Wait for two seconds and ease back into the centre of the flight-path.

Once perfected this routine is by for the most rewarding feature of the training mode. Aw, heck! It's just great to have the respect of your mates isn't it! Even if the compliments are coming from a frog! Ribbit.



▲ Slippy comments on your flying prowess but let's face it, training was a doddle so it's time to start for real!

## LET'S GO FOX!



# LEVEL 1.1

## THE FIRST MISSION CORNERIA

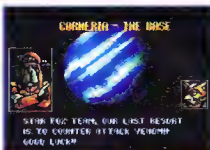
As this is the very first stage of the easiest route open to Andross if functions as a quick introduction to tactical basics.

**Wingmen:** The dependability of Fox's wingmen is made apparent almost straight away as Slippy demonstrates how flying through the arches grants a skillful pilot with twin-blasters. This is about as useful as Slippy gets, however - his piloting skills are disastrous at the best of times! That said, all of Fox's partners enjoy taking out as many 'astra geeks' as the next fighter - in fact, Fox grants at least two bagies to one of his wingmen mid-way through the Corneria stage. Remember that Fox's percentage rating at the end of each mission accounts for enemies downed by his wingmen, too, so it isn't always worth bagging everything in sight, especially when there's the offer of assistance!

**Secret Nova Bomb:** There is a Nova Bomb hidden to the right of the last set of buildings, just before the half-way supply ring. This is in addition to the one offered by the patrolling hover-tank which is encountered as a wingman logs two enemy aircraft.

## WARNING! BOSS 1 APPROACHING ATTACK CARRIER

Here is as good a place as any to practice the deflection of laser fire with the barrel-roll technique. This allows the ARWING to remain in the central, optimum position for attack after destroying the aircraft and missile launchers.



▲ Flying through the three arches at the start of the game will present a twin blaster for your deflection.

▼ The Intrepid Fox has the Venom saucer in his sights. Blast it quick before it can release more tanks on to the surface.



▲ The saucer buys the form.

▼ The Attack Carrier is the first real threat that Fox faces on this stage. Destroy the Carrier's launch hanger first, then take out the two missile pods.



## Saucer Attack:

As Fox approaches the half-way supply ring, a Venom saucer flies overhead. Engage the ARWING's retracs to slow and blast it from the skies. If left far too long, the saucer drops more troublesome tanks for the StarWing crew to dispose of.





## THE SECOND MISSION ASTEROID BELT

The asteroid belt in level one is one of the most exciting stages in the game. Not because of difficulty but because it is the area where the infamous 'Black Hole' is found. First things first, though:

**Twin Blaster:** Fly the ARWING through the centre of the triangular, breakable meteor formation - encountered shortly after one of Fox's wing men gives chase to some enemy fighters - for this welcome power-up.

**On An Even Keel:** It is especially important not to stray too far outside the designated flight corridor for fear of missing important chances of maximising that percentage rating! The Twin Blaster, for example, is the first reward to escape Fox if these guidelines aren't followed.

**Follow The Leader:** The centipede-like missile formations are more effectively removed by destroying the blue head first as the trailing, yellow missiles immediately follow suit.



ASTEROID BELT

ANDROSS'S FORCES BEGIN TO ENTER A HOLE IN THE METEOR DESERT'S THIN ICE LAYER.



▲ Fox and the team race through the asteroids towards the inevitable confrontation with Andross.

▼ The awesome Rock Crusher is not as deadly as its appearance would lead you to believe. Blast its Gun pods, Marlon!



ASTEROID BELT



ENERGY

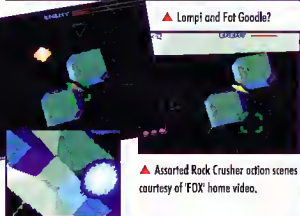
SHIELD



ENERGY

SHIELD

▲ Lampt and Fat Goodie?



▲ Assorted Rock Crusher action scenes courtesy of FOX's home video.

## SECRET LEVEL 1 THE BLACK HOLE

The amount of phone calls we receive regarding the whereabouts of this is shameful! Basically there are three successive clusters of five meteors with a breakable meteor at the core of each. Fly the ARWING toward these centres. Hold fire until the meteors almost crash into the ship then fire. After the third formation is dispersed, a grey meteor with an ugly face\* upon it appears in the bottom-left of the screen. Blasting away at this reveals the black hole!

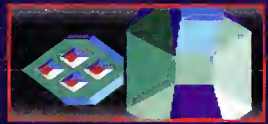
**Inside The Black Hole:** First of all there is an extra 'ship' triad\* awaiting shortly after entry. Next, Fox approaches blast gates which cancel special power-ups - either Twin Blasters or Nova bombs. The most beneficial aspect of this mecho groveyard, though, is that it is a short cut to three later levels!

By passing through the first of the exits, represented as golden supply rings, Fox is whisked off to Sector Y - the fourth stage of the level two mission. Should Fox choose the second exit gate he finds himself at the start of Sector Z - the fourth stage of the level three mission. Finally, by opting for exit three, Venom awaits! Although this is only the Venom stage found at the end of level one.

This pattern repeats itself so it is best to collect whatever power-ups are required, choose the desired exit and get the heck out! We flew Fox's ARWING for about twenty minutes in the black hole, avoiding all the gates, and absolutely nothing special happened!

## WARNING! BOSS 2 APPROACHING ROCK CRUSHER

This lumbering monster isn't really built for combat and is a classic case of that old 'bigger they are; harder they fall' adage. Clear the diamond-shaped plates of the laser cannons and then steer clear of the jetted-on battering ram. Now simply position Fox's craft directly opposite the central cannon of the crusher and employ the barrel-roll technique to deflect the blasts. Don't concern yourself about the missiles as the crusher explodes long before they reach the ARWING.



## THE THIRD MISSION SPACE ARMADA

By now, Fax's ARWING is faring well. What's more he is able to increase his chances of victory by grabbing the extra ship from the triad at the start of this stage. Next, he encounters one of the armada's huge navigation ships. These are no great threat but fall impressively after repeated blasts to their antennae.

As the aim of this part of the mission is the destruction of the armada's huge battle cruisers it follows that Fax and a fellow brave wingman launches an attack at the first of two. Two ARWINGS - Fax and whoever - scream down the exhaust part of the vessel and destroy its core. Their passage is blocked by gates and doors, the routines of which require committing to memory. Vertically operated gates are the first kind to greet Fax and their direction is indicated by the arrows emblazoned on them. The other kind are horizontally sliding doors which are simply blasted out of the way. No worries!

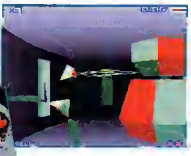
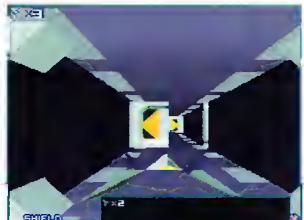
One point of note is that the armada stage begins with the first-point perspective view. When flying inside the battle cruisers this perspective shifts to that of the standard, from behind the ARWING. Re-adjust upon destroying the battle cruisers' cores and re-entering space as this makes the going much easier.

After scrapping the second of the battle cruisers engage the ARWING's retros as there is a huge transporter awaiting! Blast this and head left as there are three more for the taking and a supply ring which aids Fax's ARWING's depleting shield.

## WARNING!

### BOSS 3 APPROACHING ATOMIC CORE

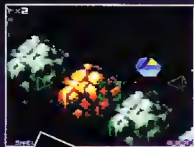
Open the core by eliminating the three pads first. Now punish the core as it opens with everything that the ARWING produces, barrel-ralling far all Fax is worth to deflect cannon fire. The Core explodes within seconds!



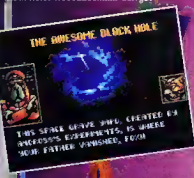
▲ Shoot the pads that link to the core.



▲ Direct hit is scored!



▲ All manner of power-ups are available for collection in the space junkyard known as the Black Hole! Waaaaaaahhhhh-aarggh!



▲ Fly through floating tunnels to collect the important twin blaster icons.



## THE FOURTH MISSION METEOR

There are four power-ups awaiting collection on this funland turned gloomsville. The first two - a Nova Bomb and Twin Blaster - are placed within the high-speed pillar section, although it requires some nifty flying to snatch them both! Take the centre route for the bomb then bank the ARWING right to account for the Twin Blaster icon. Be wary of the cannon placement, though.

The third item is another extra ship which is placed dangerously close to a laser cannon placement! Use the retros to slow the ARWING down and take care of any danger first before activating the triad and gaining the extra ship. As for the fourth collectible, this is yet another Nova Bomb which resides behind a left-hand set of sliding doors.

If you still have trouble evading enemy fire, remember that the blue/grey tanks release shield-replenishing rings when destroyed.



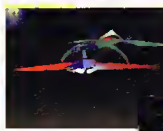
▼ A extra bomb awaits our hero on the Battle Base Meteor.



## WARNING!

### BOSS 4 APPROACHING DANCING INSECTOR

As Fox blasts away this droid's legs it attacks with cannon, flame and missiles. Use barrel-rolls for the deflection of cannon fire, intercept the missiles (obviously!) and stay clear of the flames! Fly above or below the Insector as it twists toward the ARWING depending on how high or low its flight path is. Mere use of the retros here is no defence against a tragic collision! Once the Insector's legs are completely shattered it only requires a few more hits to the main body to seal its fate!



▲ The Insector's revolving legs can inflict massive damage. Dodge, then blast them as it retreats.

▼ A last ditch effort from the Dancing Insector is its deadly plasma-thruster. Keep a cool head Fox!

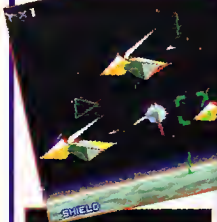


## THE FINAL MISSION VENOM

Bearing in mind this is the final battle, the programmers have got something really nasty in store here. Venom is actually split into three sub-stages-the approach, Andros' base, and the final approach.

### THE APPROACH

Fox's reflexes are tested here. Shoot everything in sight by tackling the most direct path possible - this way the enemy craft and their missiles fly conveniently into Fox's sights. The only points to worry about are those belonging to the big, fat missiles which split into four upon being hit. Only then is wild evasive action necessary, but be sure to get Fox back on line as soon as possible!



▲ The Phontron attacks with missiles.





ENEMY



▲ The approach to Venom is swarming with mines and missiles from the surface. Gumph

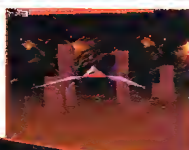


## ANDROSS' BASE

Aside from the many pillars sent for the purpose of blocking Fox's path, Fox's main worry are the massive sliding blocks. Each block has one huge arrow on its side, the position of which dictates the way it moves. Flying the ARWING to the side which the arrow is pointing is greeted by several tons of alien metal to his whiskers. This is not advisable, so alter the arrow's position by using the ARWING's blasters and fly to the opposite side of the pointer. A Twin Blaster and a bomb await if the correct route is successfully navigated through this tricky section.

### Moving Block:

As far as the falling blocks at the end of the stage are concerned, tackle these by rolling the ARWING onto either wing then straighten up and thrust away beneath the final two slabs to steal the Twin Blaster icon.



▼ Fly in the opposite direction to the arrow. Or else.

## WARNING!

### BOSS 5 APPROACHING PHANTRON

Phantron is the Tommy Cooper of the Andross fleet. It does its limited best to outfox the Fox but is very predictable. After shifting to the left and right in Fox's field of view and launching missiles, Phantron splits into three. Aim for the centre of its head noting which section takes the damage. Concentrate on this section and it soon backs off, but don't get too excited yet! Phantron now performs a pitiful aerobatics display then repeats the same sorry illusionary trick as before, although it now moves far quicker! Calmly flying from left to right, avoiding the missiles, whilst firing in Phantron's general direction finishes the job.

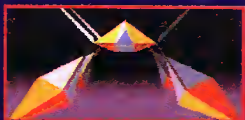
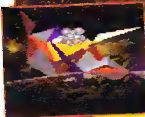


## WARNING!

### BOSS 5 IS BACK!

### PHANTRON RETURNS

Yes it's this no good, junk-heap again! However there's more to worry about this time. First of all, the Phantron tries the old 'split into three' gag and it appears that taking out one head of the three is all that sending Phantron packing requires. But not Phantron transforms into a two-legged beast, throwing absolutely everything possible at Fox's ARWING! Lasers, cannon fire and missiles all hurtle towards Fox, but cannon fire is easily deflected with barrel-rolls and missiles shot down. The only method of the Phantron's attack worthy of note is its leap toward the ARWING in a crushing attempt on Fox's life. Keep the ARWING as low as possible at this point.



## WARNING!

### THE FINAL BOSS!

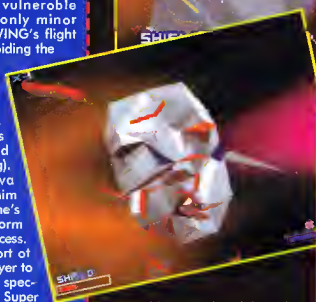
### ANOROSS

Telekinesis: n psychokinesis carried out of on appreciable distance'. Oh yeah, well Andross' abilities with mind over matter have difficulty coping with the small matter of an ARWING prototype currently converting him into anti-matter! Venam's resident mad scientist is intimidating but soon falls when a cool and calculated attack is used. His eyes are the vulnerable points and only minor adjustments to the ARWING's flight

path are necessary when avoiding the telekinetic bombardment. Avoid swooping about the screen in a blind panic of all costs and take one eye out of a time. When both eyes are blown out, the face bursts open and reveals a dread cube of doom (or something). One carefully aimed Nava Bomb at this point wastes him completely. If, on occasion, he's feeling resilient he may reform again - simply repeat the process. Andross eventually splits apart as the seems and allows the player to sit back and enjoy the most spectacular end sequence on the Super NES to date!



▲ Andross becomes a giant hover in an attempt to suck up Fox!



▲ Avoid the spinning plates which are indestructible then target Andross' remaining eye.



▲ Fox has a close look at Andross' dentures.



▲ Once the two eyes have been destroyed Andross is revealed in his cubular form. The cube spins about quite quickly but cannot attack. Blast the cube with everything you've got fast before the metal reforms around the cube.

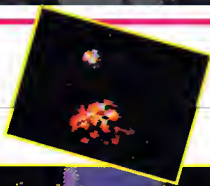
## SECRET WORLDS REVEALED

### OUT OF THIS DIMENSION

After considering the possibility of saving this final piece of classified information for next month's conclusion we've now thought far better of it. Hey, our phones are taking enough sick already! The route to 'OUT OF THIS DIMENSION' is a secret, at least it was until now! Here's how to get there:

Choose the level three route to Venom - the toughest one - and continue as normal. After clearing Corneria of all its problems, especially 'Destructor', enter the asteroid belt (not that you have much of a choice in the matter). Notice that a succession of three huge asteroids, packed with craters, fly toward Fox. The second one, which approaches from the right-hand side, is the one we're concerned with. Have Fox blast away at this until it explodes. A speckled egg bursts forth, and cracks open when shot, eventually revealing a strange bird. Our feathered friend flies towards the ARWING. By successfully flying the ARWING into the bird's mouth Fox is taken to another dimension!

Origami: Fox is attacked by mysterious sheets of an unknown substance which form into aeroplanes and other similar objects usually associated with paper. Survive this, and an enormous fruit machine flies into view, and is played by firing at its lever. Any configuration of the three images which features Andross's head results in attack, whereas an alignment of anything else causes the machine to release coins which replenish the ARWING's shield. When Fox scores three sevens he wins. Unfortunately for both him and the player there is now no way out! The words 'The End' cascade into view in a jumbled-up fashion and are arranged by blasting them into order. The major downside to this magnificent discovery is that there is no escape from this final routine. Fox fends off the occasional fly past of Venom fighters and continues re-arranging the letters but to no avail. He's trapped in here forever! Or until you push the RESET button at least! See you next month.....



▲ As Fox blasts the fruit machine, a huge fortress in the shape of the word 'Paused' gets in the way. Or something.



▼ Ego corner as Fox blasts his way through the credit stones. Blimey, with that said just how am I going to fill all this caption space? Oh.



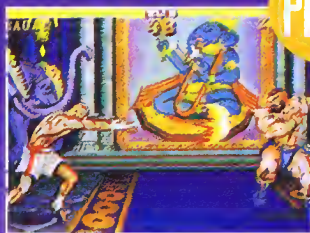


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